



Skywind Application

TESRenewal Username: Harklos

Country of Residence: France

Timezone: UTC +01

Interested in: 3D Modelling

Level of Commitment:

Skills and Experience: Experience using 3DS max and Zbrush including texturing programs such as Substance painter, Substance designer and Photoshop. I have basic understanding of environnement modularity and optimisation (creating texture atlas's to reduce draw calls etc..)

I have worked with rigged characters and made armour sets for them (see links in proof of skill)

I have worked with the creation kit once before but never released a mod for it.

I have linked my artstation , one mod project and one WIP environnement

Proof of Skill(s): <https://www.artstation.com/hashbrownhamish>

Proof of Skill(s):

<http://steamcommunity.com/sharedfiles/filedetails/?id=1134011652>

Proof of Skill(s):

<http://polycount.com/discussion/193400/zelda-botw-environnement-wip/p1?new=1>