



# Skywind Application

**TESRenewal Username:** Sjonsson

**Country of Residence:** Sweden

**Timezone:** UTC +01

**Interested in:** 3D Modelling, Landscaping, Level Design

**Level of Commitment:**

**Skills and Experience:** Advanced Vocational Education in Level Design at The Game Assembly, 2011-2013 ([www.thegameassembly.com](http://www.thegameassembly.com))

**Occupation:**

(Current) Level Design Teacher at The Game Assembly, 2014- Present  
I teach students from entry level (no experience with Level design) to become experienced enough to land an internship. I have graduated over 30 students which the vast majority have a job today at studios like Ubisoft Massive, DICE, Avalance Studios, Starbreeze, Overkill et cetera.

(Current) Designer & CEO/Founder of indie dev studio, Frogson Studios  
2014- Present

Currently working on a new announced project as well as  
<http://store.steampowered.com/app/360620/Spellsworn/>

I have professional proficiency as a level designer and a scripter but seeks to learn more 3D and environment art. I teach Autodesk Maya and some Photoshop fundamentals and would say I'm an intermediate user.

I'd love to join your project to get more time to learn environment art and at the same time contribute to a bigger picture.

I have only used the Skyrim Creation Kit a tiny bit but I've spent hundreds of hours in Unreal Engine 3, Unreal Engine 4 and Unity 3D. I am confident I will have no problem learning it due to my experience with other game engines.

**Proof of Skill(s):** <http://www.stefan-jonsson.se/maps-mods>

**Proof of Skill(s):** <https://www.thegameassembly.com/>

**Proof of Skill(s):**