
Subject: Skin

Posted by [Renardin6](#) on Thu, 03 Mar 2005 01:42:36 GMT

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theplagueif i could change my name, the name at the top of my list is "ACK is tight" get over it... reborn rulez and so did renalert... but you always sucked... because your an egotistical person, and you probibly will never change...

\$10??? do you know how many people would pay millions to go back in time and live out there prime again? \$10 seems a bit cheep to me... although if thats all you got, then sry, i shouldn't make fun of disadvantaged children...i mean old man like you.

You can't be THAT much older than all of us... so stop saying your older and calling us kids...

He is not old. He is a real kid. He can't even drink alcohol yet...

Quote:

Alias: Aircraftkiller

Email: aircraftkiller@cncgames.com

AIM: Aircraftkiller

Name: Jonathan D. Holmes

Age: 20

Sex: Male (gay)

Positions: Lead producer

- 3D Level design lead

- 3D Building design lead (Lego are more detailed)

- 3D/2D Artist (can create boxes with gmax and render with studio max, wow...Thx god, sir p. helps you)

Reason for choosing alias:

Used to enjoy launching bottle rockets at low-flying Cessna aircraft back in Central Florida with friends. Hence the name.

Experience in position:

(Project Lead) For taking on leadership of the project, I was in the United States Marine Corps ROTC program for four years. Got out as a 1st Lieutenant, XO of Delta Company, 1st BN (Battalion).

(Level Design) I've been producing game levels, or terrain, since Microsoft's Flight Simulator 5.0 for Windows 95. After that, I went on to work on Red Alert, producing over 20 multiplayer levels. RA2 was next, producing 24 for that and Yuri's Revenge. I've made over 40 for Renegade, and over 20 for Renegade Alert.

Misc background information:

Favorite quote:

"Go away, boy, you bother me." - W.C. Fields

So he is born in 1985... I am from 1981 (that means I am 24 right now), I can call him a kid.

Go away, KID, you bother me.

Now that I know you are so young, I understand the lack of maturity you showed me when we tried to talk.
