Kevin **Knight**
SENIOR GAMEPLAY ENGINEER

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Experience

@*Iron Galaxy Studios* 2012-Present

Lead Gameplay Engineer | *Rumbleverse*
2018-Present • UE4 • PC, PS4, PS5, XB1, XBSX
- Worked with all departments to prototype, plan, and implement new gameplay concepts. Provided many ideas that made it into the final game
- Mentored, tasked, gave coding assistance and feedback to a team of five engineers across networking, AI, and gameplay disciplines
- Implemented several major systems, including a flexible combat system and free-climbing mechanics
- Created and modified editor tools to improve combat, animation, and FX pipelines
- Lead conversations with level design to solve frequent collision bugs in a large-scale open environment

Gameplay Engineer | *Internal Prototypes*
2014-2018 • Various Engines
- Deployed to multiple internal prototypes to quickly build out new ideas across a range of genres, engines, and project lengths
- Implemented basic gameplay loop for a networked strategy game on Switch. Developed "stack-able" data-driven combat effects
- Sole programmer on a beat-em-up prototype. Implemented combat system, item interactions, UI, anim graph, and scripted events
- Developed ranged combat and grappling actions / traversal options for 3D Smash-TV style prototype
- Converted a vertical slice UE4 prototype to native code and wrote new AI solution from scratch

UI Engineer | *Dreadnought*
2017-2018 • UE4 • PS4, PC
- Implemented UI for both Console and PC versions of the game, improved existing UI for console
- Converted and updated old PC-only tutorial to account for console needs

Build Engineer | *Elder Scrolls Online*
2013-2015 • Proprietary Engine • PS4, XB1
- Sole engineer responsible for creating an internal distributed build system
- Implemented easily configurable background build coordinators and studio-wide status web portal
- Developed arbitrary SDK/XDK switching pipeline to enable any coordinator to build arbitrary branches

Porting Engineer | *Enslaved: Odyssey to the West*
2013 • UE3 • PS3, PC
- Directed the port process and all technical tasking for team of two engineers
- Overcame problems posed by corrupted assets by reverse-engineering data in unfamiliar software
- Implemented mouse and keyboard controls for previously controller-only game and UI
- Responsible for milestone build deliveries and the Steam upload pipeline

Porting Engineer | *Dark Dreams Don't Die / Crimson Dragon*
2012-2013 • UE3 • XB1
- Wrote visualizers and tools to aid QA in finding and reproducing Kinect control issues
- Merged live incoming changes from development teams into next-gen codebase

@*Independent Development* 2015-2018

Technical Director | *Real Winners: Victoryball*
2015-2018 • Unity • PC
- Sole engineer on the project, responsible for all all gameplay, UI, and tool development
- Implemented extensive "on-the-fly" system to modify any aspect of gameplay rules based on in-game events
- Created automated Steam build pipeline, managed Steam page and all Steam platform requirements
- Writer and editor of half the project, contributed in gameplay concept brainstorming

About
Gameplay programmer with 9+ years of experience developing and shipping games on all platforms.

Adept at finding unique solutions to large, challenging problems and creating effective development pipelines.

Skills
- Crossplatform Development
- Networked Gameplay
- Unreal Engine
- Unity
- C++
- C#
- Python
- Lua
- Atlassian Suite
- Perforce, GitHub

Education
DePaul University
Bachelor of Science
Computer Game Development, Programming Concentration