

Kevin Knight

SENIOR GAMEPLAY PROGRAMMER

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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.

Experience

@Iron Galaxy Studios 2012-Present

Lead Gameplay Engineer | *Rumbleverse*

2018-Present | UE4

- Worked with all departments to prototype, plan, and implement new gameplay concepts. Provided many ideas that made it into the final game.
- Mentored and provided direct support for a team of engineers across networking, AI, and gameplay disciplines.
- Collaborated with design to implement a flexible and easily extendable combat system, wrote editor tools for combat development pipeline.
- Lead conversations with and provided tech solutions to level design team to address large-scale geometry concerns for combat and traversal.
- Created and maintained animation graph, developed new graph nodes to maintain fast-graph implementation while using blueprint-defined data.
- Implemented traversal and free-climbing mechanics in a networked environment.

Gameplay Engineer | *Internal Prototypes*

Various Times | Various Engines

- Deployed to multiple internal prototypes to quickly build out new ideas across a range of genres.
- 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 blueprint-only vertical slice UE4 prototype to native code, wrote new AI solution from scratch.
- Implemented basic gameplay loop for a networked strategy game in UE4. Developed "stack-able" data-driven combat effects.

UI Engineer | *Dreadnought*

2017-2018 | UE4

- Implemented UI for both Console and Desktop versions of the game, improved existing UI for console.
- Converted and updated old Desktop-only tutorial to account for console needs.

Build Engineer | *Elder Scrolls Online*

2014-2015 | Proprietary Engine

- Created an internal distributed build system for the project.
- Implemented easily configurable background build coordinators and studio-wide status web portal.
- Developed arbitrary SDK/XDK switching pipeline to enable all coordinators across all branches

Porting Engineer | *Enslaved: Odyssey to the West*

2013-2014 | UE3

- 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

- Wrote visualizers and tools to aid QA in finding Kinect control issues.
- Merged and fixed incoming changes from development teams into the "next gen" branch.

@Independent 2015-2018

Principle Engineer | *Real Winners: Victoryball*

2015-2018 | Unity

- Developed all gameplay logic, designed and implemented UI, and built tools to improve team workflow.
- Implemented extensive "on-the-fly" system to modify gameplay rules based on in-game events.
- Created automated Steam build pipeline, managed Steam page and all Steam platform requirements.
- Wrote and edited half of the in-game flavor text, contributed in gameplay concept brainstorming.

Skills

- Crossplatform Development
- Unreal Engine
- Unity
- C++
- C#
- Python
- Lua
- JIRA
- Perforce

Education

DePaul University

Bachelor of Science

Computer Game Development,
Programming Concentration