KEVIN KNIGHT

SENIOR GAMEPLAY ENGINEER

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EXPERIENCE

IRON GALAXY STUDIOS

Lead Gameplay Engineer | Rumbleverse
2018 - Present · UE4 · PC, PS4, PS5, XB1, XBSX

- Collaborated with all departments to prototype, plan, and implement new gameplay concepts. Provided many ideas that resonated with the team and 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
- Designed and 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

Gameplay Engineer | Internal Prototypes
2014 - 2018 · Various Engines

- Deployed to four 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 as well as grappling actions and traversal options for a 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 · PC, PS4

- Implemented UI for both Console and PC versions of the game, improved existing UI for console needs and performance
- Converted and updated 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

Additional Roles and Responsibilites available upon request

INDEPENDENT DEVELOPMENT

Technical Director | Real Winners: Victoryball
2015 - 2018 · Unity · PC

- Sole engineer on the project, responsible for all all gameplay, UI, and tool development. Aided in editing, writing, and gameplay design
- Implemented extensive "on-the-fly" system to modify any aspect of gameplay rules based on in-game events

CORE STRENGTHS

Seasoned engineer with 9+ years of experience developing and shipping games on all platforms.

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

SKILLS

- Cross-platform Development
- Gameplay Architecture
- Tool Development
- Network Programming

LANGUAGES

- C++
- C#
- Lua
- Python
- SQL
- Javascript

TOOLS

- Unreal Engine
- Unity
- Visual Studio
- Perforce, GitHub
- Atlassian Suite

EDUCATION

DePaul University
Bachelor of Science in Computer Game Development

Programming Concentration