

Kevin Knight

SENIOR GAMEPLAY ENGINEER

✉ kevinthomasknight@gmail.com
📍 Chicago, IL
🌐 linkedin.com/in/kevintknight

Experience

@Iron Galaxy Studios 2012-Present

Lead Gameplay Engineer | *Rumbleverse*

2018-Present • UE4 • EGS, PS4, PS5, XB1, XBOX

- 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
- Implemented several major systems, including a flexible, extendable combat system and free-climbing mechanics
- Created and modified editor tools to improve combat and animation pipelines
- Lead conversations with and provided tech solutions to level design team to address large-scale geometry concerns for combat and traversal

Gameplay Engineer | *Internal Prototypes*

Various Times • Various Engines

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

UI Engineer | *Dreadnought*

2017-2018 • UE4 • PS4, Steam

- 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*

2013-2015 • Proprietary Engine • PS4, XB1

- 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 • UE3 • PS3, Steam

- 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 Kinect control issues
- Merged and fixed incoming changes from development teams into next-gen codebase

@Independent 2015-2018

Principle Engineer | *Real Winners: Victoryball*

2015-2018 • Unity • Steam

- 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

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
- JIRA
- Perforce

Education

DePaul University

Bachelor of Science

Computer Game Development,
Programming Concentration