Rohin Knight
Programming

15 years of commercial experience and eight years in the games industry.
Desire to tackle new challenges and help people solve complex problems.
Proven track record for completing tasks on time and under pressure.

Details

Location
Wellington, New Zealand

E-mail
rohin.knight@gmail.com

Portfolio
rohinknight.com/portfolio

LinkedIn
linkedin.com/in/rohinknight

Github
github.com/rohinnz

Art Station
artstation.com/rohin

Skills

Soft Skills
- Excellent Written and Verbal Communication
- Complex Problem Solving
- Mentorship and Leadership

Blockchain
- Solidity, Yul, EVM, Hardhat, Remix
- Ethers.js, ChainSafe, ERC 20 & 721

Web
- HTML, CSS, Javascript, SQL, Python
- PostgreSQL, SQLAlchemy, Redis
- Linux DevOps
- Node.js, Flask, Pyramid

Game Dev
- Game Architecture
- Game Servers and Unit Testing
- Unity (iOS, Android, WebGL, Steam)
- C++ game engines

Tech Art
- Photoshop, Maya, & Blender Tools (Python, MEL, Qt) & standalone tools
- Streamlining art pipelines
- Render pipelines and shaders
- 3D Modelling and Rigging
- Image Editing (Seamless Textures, Normal Maps, etc)

Experience

2021-12 - present

Blockchain Engineer / Game Developer

Part-time then full-time since Dec 22. Building a Web3 puzzle game where players can mint their own puzzles as NFTs. Players can win prizes for solving on-chain puzzles and earn royalties when their NFTs are used to construct larger puzzles.

Have solved many challenges like how to prevent front-running to submitted solutions and finding a feasible solution to an expensive on-chain puzzle solver.

Hardhat project on Github: github.com/rohinnz/Block-Miner-Smart-Contracts

Have solid Solidity experience and have written two posts on Solidity security and gas optimization:
- rohinknight.com/solidity/2023/01/15/Reentrancy-Attacks
- rohinknight.com/solidity/2023/01/20/Solidity-Gas-Optimization

Also currently learning Rust and Substrate (substrate.io).

2022-03 - 2022-12

Senior Unity Engineer

Myria (myria.com)

Second lead programmer on Moonville Farms. Global remote team.

2018-06 - 2022-03

Lead Technical Artist

PikPok (pikpok.com)

Maya / Photoshop / Unity dev. Pipelines & shaders. Leadership.

2015-01 - 2018-06

Game Programmer

PikPok

Game dev with Unity & proprietary c++ engine. Python server dev.

2013-08 - 2015-01

iOS / Android Developer

Bank of New Zealand

2011-04 - 2013-08

iOS / Android Developer

Contact Software Ltd

2010

English Teacher in China

2008-02 - 2010-01

Website Developer

Catalyst IT Ltd

Worked directly with clients. Drupal CMS and Linux DevOps.

2007-10 - 2008-02

C++ Developer

ConSit Systems Ltd

Built two Windows apps and one plugin for Archicad (A tool for architects)

For more info, please visit rohinknight.com/portfolio