






Rohin Knight

Game Programmer | Technical Artist

With over 10 years in the games industry, I have a proven track record of delivering high-quality work and solving complex challenges. Passionate about tackling new problems and helping teams find effective solutions.

Details

-  Location
Wellington, New Zealand
-  E-mail
rohin.knight@gmail.com
-  Portfolio
rohinknight.com/portfolio
-  LinkedIn
linkedin.com/in/rohinknight
-  Github
github.com/rohinnz

Skills

Soft Skills

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

Game Development

- Unity (C#, iOS, Android, WebGL, Steam, Plugins & Editor Tools)
- Render pipelines (URP) and shaders (Shader Graph, ShaderLab, HLSL)
- Unity Debugging and Profiling
- Game Servers and Unit Testing
- Unreal (PCG, Tooling, Materials & Niagara)
- Configuring CICD Servers

Technical Art

- Photoshop, Maya & Blender scripting (Python, MEL, Qt) & standalone tools
- Image Editing (Seamless Textures, Normal Maps, etc)
- Some experience with 3D Modelling & Rigging

Miscellaneous

- Vive Programming
- Web3 (Solidity Smart Contracts, Hardhat & Unit tests)

Education

- B.I.T, Computer Programming
- B.A, Chinese Language & Literature
- Certified Agile Leadership Essentials

Experience

- 2023-02 - 2025-04 **Senior Technical Artist**
PlaySide Studios (playsidestudios.com)
 - Worked on [Civilization VII - VR](#) (C++, proprietary engine), [Shattered](#), (Unity - Quest 3 Mixed Reality) and Unannounced AAA Game (Unreal Engine)
 - Built a PCG wall spline tool, using custom Blueprint and C++ PCG Nodes.
 - Created a fake real-time lighting effect for torchlight, including a flicker effect for other light sources.
 - Built solution for cracks forming on glass, transitioning into shards falling.
 - (Details on Civilization VII - VR will be added post-release.)
- 2022-03 - 2022-12 **Senior Unity Engineer**
Myria (myria.com)
 - Associate lead programmer on [Moonville Farms](#).
 - Wrote TDD and designed initial architecture with lead programmer.
 - Interviewed candidates, delegated tasks and reviewed teams work.
 - Wrote important documents for the team, including coding standards.
 - Solved problems around world map display and pathfinding.
 - Solved multi-transition issue for the town water shader.
- 2018-06 - 2022-03 **Lead Technical Artist**
PikPok (pikpok.com)
 - Led a two-person team, providing tech art support across multiple projects.
 - Worked on URP render pipelines and shaders (incl. HLSL coding).
 - Created reusable runtime components, including a UI scroll grid pooling system with multi-row and column spanning.
 - Created 2D Soft Mask package with support for nested 9-slice masks.
 - Gave a presentation at NZGDC 2021 on Maya and Photoshop tools.
- 2015-01 - 2018-06 **Game Programmer**
PikPok
 - Worked on multiple mobile games (Unity & proprietary C++ engine).
 - Developed game servers (Python - Pyramid & Flask).
- 2013-08 - 2015-01 **Mobile App Developer**
Bank of New Zealand (bnz.co.nz)
Worked on mobile banking apps using Objective-C, C/C++, Java and Swift.
- 2011-04 - 2013-08 **Mobile App Developer**
Contact Software Ltd (harvestyourdata.com)
Developed survey apps using Objective-C, C/C++ and Java.
- 2010-03 - 2010-11 **English Teacher**
Sun Yat-Sen International Kindergarten, China
- 2008-02 - 2010-01 **Website Developer**
Catalyst IT Ltd (catalyst.net.nz)
Worked with clients to develop Drupal CMS solutions in Linux.
- 2007-10 - 2008-02 **C++ Developer**
ConSit Systems Ltd
Built Windows apps and plugins for Archicad (architectural tools).

For more details, please visit rohinknight.com/portfolio