






Rohin Knight

Software Engineer | Technical Artist

Over 10 years of experience in the games industry with a proven record of delivering quality work and solving complex problems. Passionate about new challenges 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

Game Dev

- 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

Tech Art

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

Misc

- 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, along with a flickering effect for other light sources
 - Built solution for cracks forming on glass mirror, which then transitioning into shards falling out.
 - (Will add details on Civilization VII - VR after the game is officially released.)
- 2022-03 - 2022-12 **Senior Unity Engineer**
Myria (myria.com)
 - Second lead programmer on [Moonville Farms](#). Fully remote team.
 - Worked with lead programmer to write TDD and design initial architecture.
 - Helped interview candidates (often as sole interviewer).
 - Delegated tasks to other programmers and reviewed their work.
 - Wrote coding standards and other important documents for the team.
 - Solved problems around world map display and pathfinding.
 - Solved multi-transition issue for town water shader.
- 2018-06 - 2022-03 **Lead Technical Artist**
PikPok (pikpok.com)
 - Lead a two-person team, providing tech art support to multiple artists and game projects.
 - Worked on URP render pipelines and shaders (incl. HLSL coding).
 - Built reusable runtime components. E.g. A UI scroll grid pooling system that allowed scrolling of thousands of items with an auto-layout feature for items to span multiple rows & columns.
 - Gave a presentation at NZGDC 2021 on Maya and Photoshop tools.
- 2015-01 - 2018-06 **Game Programmer**
PikPok
Game dev (Unity & C++ engine). Server dev. C#, Python, SQL, JavaScript.
- 2013-08 - 2015-01 **Mobile App Developer**
Bank of New Zealand (bnz.co.nz)
Worked on the Mobile Banking apps. Objective-C, C/C++, Java, Swift.
- 2011-04 - 2013-08 **Mobile App Developer**
Contact Software Ltd (harvestyourdata.com)
Worked on the survey apps. Objective-C, C/C++, 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 directly with clients. Drupal CMS and Linux DevOps. PHP, JavaScript, jQuery, SQL, HTML, CSS, Bash.
- 2007-10 - 2008-02 **C++ Developer**
ConSit Systems Ltd
Built two Windows apps and one plugin for Archicad (A tool for architects).

For more details, please visit rohinknight.com/portfolio