

# Rohin Knight

## Blockchain Engineer / Game Developer

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  
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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	<b>Blockchain Engineer / Game Developer</b>  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: <a href="https://github.com/rohinnz/Block-Miner-Smart-Contracts">github.com/rohinnz/Block-Miner-Smart-Contracts</a>  Have also written two posts on Solidity security and gas optimization: <ul style="list-style-type: none"><li>• <a href="https://rohinknight.com/solidity/2023/01/15/Reentrancy-Attacks">rohinknight.com/solidity/2023/01/15/Reentrancy-Attacks</a></li><li>• <a href="https://rohinknight.com/solidity/2023/01/20/Solidity-Gas-Optimization">rohinknight.com/solidity/2023/01/20/Solidity-Gas-Optimization</a></li></ul> Also currently learning zkSync, StarkNet, Rust and Go to explore all options.
2022-03 - 2022-12	<b>Senior Unity Engineer</b> <b>Myria (<a href="https://myria.com">myria.com</a>)</b>  Second lead programmer on <a href="https://moonvillefarms.com">Moonville Farms</a> . Global remote team.
2018-06 - 2022-03	<b>Lead Technical Artist</b> <b>PikPok (<a href="https://pikpok.com">pikpok.com</a>)</b>  Maya / Photoshop / Unity dev. Pipelines & shaders.
2015-01 - 2018-06	<b>Game Programmer</b> <b>PikPok</b>  Game dev with Unity & proprietary c++ engine. Python server dev.
2013-08 - 2015-01	<b>iOS / Android Developer</b> <b>Bank of New Zealand</b>
2011-04 - 2013-08	<b>iOS / Android Developer</b> <b>Contact Software Ltd</b>
2010	<b>English Teacher in China</b>
2008-02 - 2010-01	<b>Website Developer</b> <b>Catalyst IT Ltd</b>  Worked directly with clients. Drupal CMS and Linux DevOps.
2007-10 - 2008-02	<b>C++ Developer</b> <b>ConSit Systems Ltd</b>  Built two Windows apps and one plugin for Archicad (A tool for architects)

For more info, please visit [rohinknight.com/portfolio](https://rohinknight.com/portfolio)