

# Rohin Knight

## Programming

15 years of commercial experience, including 8 years in the games industry.

Proven track record for delivering high-quality work and meeting deadlines.

Desire to tackle new challenges and help people solve complex problems.

### Details

Location  
Wellington, New Zealand

E-mail  
rohin.knight@gmail.com

Portfolio  
[rohinknight.com/portfolio](http://rohinknight.com/portfolio)

LinkedIn  
[linkedin.com/in/rohinknight](https://linkedin.com/in/rohinknight)

Github  
[github.com/rohinnz](https://github.com/rohinnz)

Art Station  
[artstation.com/rohin](https://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
- Flask, Pyramid, Node.js, Vue.js

#### Game Dev

- Game Engines & Architecture
- C#, C++, Python
- Game Servers and Unit Testing
- Unity (iOS, Android, WebGL, Steam)

#### 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

2023-02 - present	<b>Smart Contract Engineer (Part-time)</b> IOTA plus AG ( <a href="https://iota-plus.com">iota-plus.com</a> ) Will be working on the Sphere project ( <a href="https://sphere-hub.io">sphere-hub.io</a> ), writing and optimizing Solidity smart contracts.
2021-12 - present	<b>Smart Contract Engineer / Game Developer (Part-time)</b> Personal Project Building a Web3 puzzle game where players can mint their own puzzles as NFTs. Blockchain project (Solidity, TypeScript, Hardhat) is viewable 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>
2022-03 - 2022-12	<b>Senior Unity Engineer</b> Myria ( <a href="https://myria.com">myria.com</a> ) Second lead programmer on Moonville Farms. Global remote team. C#.
2018-06 - 2022-03	<b>Lead Technical Artist</b> PikPok ( <a href="https://pikpok.com">pikpok.com</a> ) Maya / Photoshop / Unity dev. Pipelines & Shaders. Leadership. C#, C++, HLSL, Python, MEL, SQL, HTML5, JavaScript, CSS, Node.js, Vue.js.
2015-01 - 2018-06	<b>Game Programmer</b> PikPok Game dev (Unity & C++ engine). Server dev. C#, Python, SQL, JavaScript.
2018-12 - 2019-01	<b>Programmer (Part-time contractor)</b> Card Testing International ( <a href="https://cardtest.com">cardtest.com</a> )
2013-08 - 2015-01	<b>Mobile App Developer</b> Bank of New Zealand ( <a href="https://bnz.co.nz">bnz.co.nz</a> ) Worked on the Mobile Banking apps. Objective-C, C/C++, Java, Swift.
2011-04 - 2013-08	<b>Mobile App Developer</b> Contact Software Ltd ( <a href="https://harvestyourdata.com">harvestyourdata.com</a> ) Worked on the survey apps. Objective-C, C/C++, Java.
2011-03 - 2011-04	<b>Website Developer</b> Freelancer
2010-03 - 2010-11	<b>English Teacher</b> Sun Yat-Sen International Kindergarten, China
2008-02 - 2010-01	<b>Website Developer</b> Catalyst IT Ltd Worked directly with clients. Drupal CMS and Linux DevOps. PHP, JavaScript, jQuery, SQL, HTML, CSS, Bash.
2007-10 - 2008-02	<b>C++ Developer</b> ConSit Systems Ltd Built two Windows apps and one plugin for Archicad (A tool for architects).

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