






# Rohin Knight

## Programming | Tech Art

With over a decade in games and 6 years in web/mobile app development, I have a strong track record of delivering high-quality work and solving complex challenges. I'm passionate about finding solutions and helping teams succeed.

### 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)

### Skills

#### Soft Skills

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

#### Game Development

- Unity (VR/AR, iOS, Android, WebGL, Steam, Plugins & Editor Tools)
- Render pipelines (URP) and shaders (Shader Graph, ShaderLab, HLSL)
- Debugging and Profiling (Frame Debugger, RenderDoc)
- Game Servers and Unit Testing
- Unreal (PCG, Tooling, Materials & Niagara)
- Configuring CI/CD 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

- 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](http://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](http://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](http://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](http://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](http://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](http://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).

See more details at [rohinknight.com/portfolio](http://rohinknight.com/portfolio)