

# 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

#### 2021-12 - present Blockchain Engineer / Game Developer

Part-time then full-time since Dec 22. 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.

The blockchain (Solidity, TypeScript, Hardhat) project is viewable on Github: [github.com/rohinnz/Block-Miner-Smart-Contracts](https://github.com/rohinnz/Block-Miner-Smart-Contracts)

Also, I have solid Solidity experience (including Yul assembly) and have written two posts on Solidity security and gas optimization:

- [rohinknight.com/solidity/2023/01/15/Reentrancy-Attacks](https://rohinknight.com/solidity/2023/01/15/Reentrancy-Attacks)
- [rohinknight.com/solidity/2023/01/20/Solidity-Gas-Optimization](https://rohinknight.com/solidity/2023/01/20/Solidity-Gas-Optimization)

#### 2022-03 - 2022-12 Senior Unity Engineer

Myria ([myria.com](https://myria.com))

Second lead programmer on [Moonville Farms](https://moonvillefarms.com). Global remote team. C#.

#### 2018-06 - 2022-03 Lead Technical Artist

PikPok ([pikpok.com](https://pikpok.com))

Maya / Photoshop / Unity dev. Pipelines & Shaders. Leadership. C#, C++, HLSL, Python, MEL, SQL, HTML5, JavaScript, CSS, Node.js, Vue.js.

#### 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](https://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](https://harvestyourdata.com))

Worked on the survey apps. Objective-C, C/C++, Java.

#### 2010 English Teacher in China

#### 2008-02 - 2010-01 Website Developer

Catalyst IT Ltd

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