

Rohin Knight






Game Development (incl. Tech Art) & Blockchain Programming

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

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

15 years of commercial programming experience across various domains.

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

Soft Skills

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

Blockchain

- Solidity, Yul, TypeScript, JavaScript, HTML, CSS, SQL, Rust
- Hardhat, Remix, Truffle, Ethers.js, PostgreSQL, Redis, Node.js
- Solidity Security & Gas Optimization

Game Dev

- Unity (C#, iOS, Android, WebGL, Steam, Plugins & Editor Tools)
- Render pipelines (URP) and shaders (Shader Graph, ShaderLab, HLSL)
- Game Servers and Unit Testing
- C++ and some exposure to Unreal

Tech Art

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

Education

- B.I.T, Computer Programming
- B.A, Chinese Language & Literature
- Certified Agile Leadership Essentials

Experience

- 2023-02 - present **Smart Contract Engineer (Part-time)**
IOTAplus AG (iota-plus.com)
Writing and optimizing Solidity smart contracts for the Sphere project.
- 2021-12 - present **Smart Contract Engineer / Game Developer (Part-time)**
Personal Project
Created hardhat project with smart contracts and tests (See my [GitHub](#)).
Have also written two posts on [Solidity Security](#) and [Gas Optimization](#).
- 2022-03 - 2022-12 **Senior Unity Engineer**
Myria (myria.com)
Second lead programmer on [Moonville Farms](#), a global remote team.
Interviewed candidates (often as sole interviewer).
Wrote coding standards and reviewed other programmers' work.
- 2018-06 - 2022-03 **Lead Technical Artist**
PikPok (pikpok.com)
Lead a two-person team, providing tech art support to multiple artists and projects via tooling (Maya, Photoshop & Unity) and Unity runtime solutions (Shaders, URP work & runtime components).
- 2015-01 - 2018-06 **Game Programmer**
PikPok
Game dev (Unity & C++ engine). Server dev. C#, Python, SQL, JavaScript.
- 2018-12 - 2019-01 **Programmer (Part-time contractor)**
Card Testing International (cardtest.com)
- 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.
- 2011-03 - 2011-04 **Website Developer**
Freelancer
- 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