Rohin Knight
Programming

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
rohin.knight@gmail.com

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
- 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

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
- rohinknight.com/solidity/2023/01/20/Solidity-Gas-Optimization

2022-03 - 2022-12
Senior Unity Engineer
Myria (myria.com)

Second lead programmer on Moonville Farms. Global remote team. C#.

2018-06 - 2022-03
Lead Technical Artist
PikPok (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
iOS / Android Developer
Bank of New Zealand (bnz.co.nz)

Worked on the Mobile Banking apps. Objective-C, C/C++, Java, Swift.

2011-04 - 2013-08
iOS / Android Developer
Contact Software Ltd (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