






# Rohin Knight

Software Engineer | Technical Artist

Over 10 years of experience in the games industry with a proven record of delivering quality work and solving complex problems. Passionate about new challenges and helping teams find effective solutions.

## 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

### Game Dev

- Unity (C#, iOS, Android, WebGL, Steam, Plugins & Editor Tools)
- Render pipelines (URP) and shaders (Shader Graph, ShaderLab, HLSL)
- Unity Debugging and Profiling
- Game Servers and Unit Testing
- Unreal (PCG, Tooling, Materials & Niagara)
- Configuring CICD Servers

### Tech Art

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

### Misc

- 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))
  - Titles: **Civilization VII - VR** (C++), **Shattered**, (Quest 3 Mixed Reality) and Unannounced AAA Game (Unreal Engine)
  - Prototyped and helped implement edge blending for the Civ7 play table.
  - Built a PCG wall spline tool, using custom Blueprint and C++ PCG Nodes.
  - Created a fake real-time lighting effect for torchlight, along with a flickering effect for other light sources
  - Built solution for cracks forming on glass mirror, which then transitioning into shards falling out.
- 2022-03 - 2022-12 **Senior Unity Engineer**  
Myria ([myria.com](http://myria.com))
  - Second lead programmer on **Moonville Farms**. Fully remote team.
  - Worked with lead programmer to write TDD and design initial architecture.
  - Helped interview candidates (often as sole interviewer).
  - Delegated tasks to other programmers and reviewed their work.
  - Wrote coding standards and other important documents for the team.
  - Solved problems around world map display and pathfinding.
  - Solved multi-transition issue for town water shader.
- 2018-06 - 2022-03 **Lead Technical Artist**  
PikPok ([pikpok.com](http://pikpok.com))
  - Lead a two-person team, providing tech art support to multiple artists and game projects.
  - Worked on URP render pipelines and shaders (incl. HLSL coding).
  - Built reusable runtime components. E.g. A UI scroll grid pooling system that allowed scrolling of thousands of items with an auto-layout feature for items to span multiple rows & columns.
  - Gave a presentation at NZGDC 2021 on Maya and Photoshop tools.
- 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](http://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](http://harvestyourdata.com))  
Worked on the survey apps. Objective-C, C/C++, 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 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](http://rohinknight.com/portfolio)