Rohin Knight
Blockchain Game Developer

15 years of programming experience and 8 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

Website
rohinknight.com

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
- Ethereum EVM, Solidity, Yul
- Hardhat, Remix Ethers.js, IPFS, ERC20, ERC721, ChainSafe

Web
- HTML5, CSS, Javascript, SQL
- PostgreSQL, SQLAlchemy, Redis
- Python, Flask, Pyramid, Node JS

Game Dev
- Unity (iOS, Android, WebGL, Steam)
- C# and C++
- Game Architecture and Dev Process

Tech Art
- Photoshop, Maya, & Blender Scripting (Python, MEL, Qt)
- Render Pipelines and Shaders
- 3D Modelling and Rigging

Misc
- Linux (Bash, Apache, VServers)
- Git (Branching, cherry-picking, hooks)

Experience

2021-12 - present

Blockchain Game Developer

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.

Have solved many challenges like how to prevent front-running to sumitted solutions and finding a feasible solution to an expensive on-chain puzzle solver.

Currently learning zkSync and plan to integrate it soon.

Hardhat project on Github: github.com/rohinnz/Block-Miner-Smart-Contracts

Have also 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.

2018-06 - 2022-03

Lead Technical Artist

PikPok (pikpok.com)

Maya / Photoshop / Unity dev. Pipelines & shaders.

2015-01 - 2018-06

Game Programmer

PikPok

C#, C++ & Python. Unity & proprietary engine. Server dev (Pyramid, Flask)

2013-08 - 2015-01

iOS / Android Developer

Bank of New Zealand

2011-04 - 2013-08

iOS / Android Developer

Contact Software Ltd

2010

English Teacher in China

2008-02 - 2010-01

Website Developer

Catalyst IT Ltd

Website development. Worked exclusively in a Linux environment.

2007-10 - 2008-02

C++ Developer

ConSit Systems Ltd

Built two Windows apps and one plugin for Archicad (Tool for architects)

For more info, please visit
rohinknight.com/resume/detailed