Rohin Knight

Blockchain Engineer &
Game Developer (incl. Tech Art)

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, including 8 years in games industry.

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
Building a Web3 puzzle game where players can mint their own puzzles as NFTs. Blockchain project (Solidity, Hardhat, TypeScript Tests) is viewable 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. 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.

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