

Rohin Knight

Programming

15 years of commercial experience, including 8 years in the games industry.

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

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

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

2023-02 - present	Smart Contract Engineer (Part-time) IOTAplus AG (iota-plus.com) Will be working on the Sphere project (sphere-hub.io), writing and optimizing Solidity smart contracts.
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, TypeScript, Hardhat) is viewable on Github: github.com/rohinnz/Block-Miner-Smart-Contracts Have also written two posts on Solidity security and gas optimization: <ul style="list-style-type: none">• 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 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