

# Rohin Knight

## Blockchain Engineer / 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

- Solidity, Yul, EVM, Hardhat, Remix
- Ethers.js, ChainSafe, ERC 20 & 721

#### Web

- HTML, CSS, Javascript, SQL, Python
- PostgreSQL, SQLAlchemy, Redis
- Linux DevOps
- Node.js, Flask, Pyramid

#### Game Dev

- Game Architecture
- Game Servers and Unit Testing
- Unity (iOS, Android, WebGL, Steam)
- C++ game engines

#### 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	<b>Blockchain Engineer / Game Developer</b>  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 submitted solutions and finding a feasible solution to an expensive on-chain puzzle solver.  Hardhat project on Github: <a href="https://github.com/rohinnz/Block-Miner-Smart-Contracts">github.com/rohinnz/Block-Miner-Smart-Contracts</a>  Have also written two posts on Solidity security and gas optimization: <ul style="list-style-type: none"><li>• <a href="https://rohinknight.com/solidity/2023/01/15/Reentrancy-Attacks">rohinknight.com/solidity/2023/01/15/Reentrancy-Attacks</a></li><li>• <a href="https://rohinknight.com/solidity/2023/01/20/Solidity-Gas-Optimization">rohinknight.com/solidity/2023/01/20/Solidity-Gas-Optimization</a></li></ul> Also currently learning zkSync, StarkNet, Rust and Go to explore all options.
2022-03 - 2022-12	<b>Senior Unity Engineer</b>  Myria ( <a href="https://myria.com">myria.com</a> )  Second lead programmer on <a href="https://moonvillefarms.com">Moonville Farms</a> . Global remote team.
2018-06 - 2022-03	<b>Lead Technical Artist</b>  PikPok ( <a href="https://pikpok.com">pikpok.com</a> )  Maya / Photoshop / Unity dev. Pipelines & shaders.
2015-01 - 2018-06	<b>Game Programmer</b>  PikPok  Game dev with Unity & proprietary c++ engine. Python server dev.
2013-08 - 2015-01	<b>iOS / Android Developer</b>  Bank of New Zealand
2011-04 - 2013-08	<b>iOS / Android Developer</b>  Contact Software Ltd
2010	<b>English Teacher in China</b>
2008-02 - 2010-01	<b>Website Developer</b>  Catalyst IT Ltd  Worked directly with clients. Drupal CMS and Linux DevOps.
2007-10 - 2008-02	<b>C++ Developer</b>  ConSit Systems Ltd  Built two Windows apps and one plugin for Archicad (Tool for architects)

For more info please visit [rohinknight.com/resume/detailed](https://rohinknight.com/resume/detailed)