

# Val Knight

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[val@valknight.xyz](mailto:val@valknight.xyz)

Portfolio, LinkedIn and other  
contact methods at  
[www.valknight.xyz](http://www.valknight.xyz)

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## PROFILE

Hi! I'm Val - I believe that games can inspire & move us. I want to be part of helping creators have the tools and skills to make these games - in the way they want.

## EXPERIENCE

2022 - 2023 **Software Engineer Intern, Engine Support, Unity Technologies**

Helped customers get the very best answers and support, as well as providing support for customers targeting NDA Platforms, with an understanding of the pain issues caused customers

Provided support related to scripting, build (inc. Continuous Integration), mobile development, native plugins for iOS & console platforms, physics, shaders, shader graph, built in & scriptable render pipelines, user interfaces, as well as other fields

Very familiar with debugging C++ and C# code in very large codebases with commit history going back 10+ years

Used Zendesk CRM heavily for providing support

## VOLUNTEERING

2020 -2022 **Graphics & Communications Officer, Sussex LGBTQ+ Society**

2019 - 2020 **Trans Rep, Sussex LGBTQ+ Society**

2019 - March 2020 **Robogals Society, Sussex University**

## PROJECTS

2020 **Global Game Jam 2020 - Debugger**

2022 **Global Game Jam 2022 - Dualpets**

2022 **Unity Technologies Hackweek - Unity to SVG**

2023 **Global Game Jam 2023 - Snip & Shear**

## EDUCATION

Current - Graduating June 2024 **University of Sussex — Games and Multimedia Environments BSc**

## SKILLS

- Proficient in 3D
- Proficient in C++, C# and Python
- Proficient in time management & self management
- Proficient in communication with the intent to support & inform
- Experience with game development targeting modern game consoles (PS5, PSVR2, Xbox Series S|X, and Nintendo Switch)
- Experience working with Objective-C, JavaScript
- Experience with Gmail, Slack & Outlook