NOAH EMKE

Seeking full-time employment after graduation in May 2024.

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EDUCATION:

Rochester Institute of Technology, B.S. Game Design and Development | Aug 2020 - May 2024
Dean's List: Fall 2021, Spring 2022, Fall 2023 | Cumulative GPA: 3.48

WORK EXPERIENCE:

Morton Salt *IT/OT Coop*   January 2023-August 2023
- Worked with a larger team to support and maintain network and service infrastructure.
- Addressed IT tickets, assisted with projects, and resolved multiple disaster recovery scenarios.
- Coordinated with contractors to configure and deploy cameras doubling the current install base.
- Automated the deployment of common systems.

Century Liquor & Wines *Cashier*   July 2020-December 2022
- Provided excellent customer service and public relations while maintaining cleanliness and service.

SKILLS:

Languages: C#, Java, C++, HTML, CSS, Javascript, Rust, SQL, NoSQL
Frameworks: MonoGame, Canvas, PixiJS, P5.js, DirectX, Bevy, React
Tools: Visual Studio, Unity, Maya, Gimp, Git, ClickUp, NodeJS, MongoDB, Linux, Godot

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PROJECTS:

Devcade 🌐devcade.csh.rit.edu | *C#, MonoGame, Linux, Rust, Postgres, S3, Git*
- Spearheaded a team in developing a custom arcade machine system showcased in multiple events including ImagineRIT and Makerfaire.
- Mentored the community in the development of several games.
- Developed a system to play arbitrary custom games securely from self-hosted cloud storage.

Home Lab 🌐 noahemke.com | *Linux, Proxmox, Ceph, Cisco*
- Deployed and actively maintained a small Proxmox and Ceph hyper-converged cluster.
- Hosted services relied on by myself and others including web apps, databases, file storage, and VMs.

Void Break ⬤MTFT-Games/void-break-reborn | *JS, Git, PixiJS, Canvas, Bulma, Howler.js, Bevy, Rust*
- Iterated on an Asteroids-inspired game over three years across implementations in three different engines, rapidly learning and adapting to changing requirements.
- Features random asteroid shape generation, world wrapping, and a floaty movement system.

Factorio Library ⬤MTFT-Games/Factorio-Blueprint-Library | *HTML, CSS, Git, Bulma, MongoDB, NodeJS*
- Created a web app for sharing Factorio blueprints hosted at factorio-library.noahemke.com/app.html
- Deployed and self-hosted a MongoDB database and NodeJS REST API to support the application.

BankShot ⬤MTFT-Games/BankShot | *C#, MonoGame, Git*
- Collaborated with a team of three to build a roguelike, wave-based platformer.
- Developed a method to randomly present and apply arbitrary upgrades as well as spawn enemy waves.
- Programmed a supplementary development tool to easily edit game data.

LEADERSHIP AND INVOLVEMENT:

Computer Science House (CSH) at RIT   September 2020-Present
- Active voting member of a living, learning community dedicated to technical learning and projects.
- Systems administrator assisting in the maintenance of Proxmox, Ceph, and OKD (Kubernetes) clusters.