

Noah Emke

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 MTFT-Games |  [noah-emke](https://www.linkedin.com/in/noah-emke) | noahemke.com

OBJECTIVE:

Seeking internship or cooperative employment opportunities for Summer and/or Fall 2022 in Software Engineering, Web / Frontend / Full Stack Development, Backend Development, Game Development.

EDUCATION:

Rochester Institute of Technology (RIT), Rochester, NY

Expected Graduation: May 2024

B.S. Game Design and Development

Cumulative GPA: 3.47

Dean's List Term Honors: Fall 2021

PROJECTS:

Void Break  [MTFT-Games/Void-Break_PixiJS](https://github.com/MTFT-Games/Void-Break_PixiJS) | JavaScript, Git, PixiJS

- Conceptualized, designed, and developed an Asteroids-like game.
- Features random asteroid shape generation, world wrapping, and a floaty movement system.

Portfolio Website  [MTFT-Games/personal-website](https://github.com/MTFT-Games/personal-website) | HTML, CSS, Git, Apache

- A work in progress portfolio website hosted at noahemke.com on a personal server.
- Built from scratch to showcase various projects and act as a central location for personal resources.

Factorio Library  [MTFT-Games/Factorio-Blueprint-Library](https://github.com/MTFT-Games/Factorio-Blueprint-Library) | HTML, CSS, Git, Apache, MongoDB, NodeJS

- Created a web app for sharing, finding, using, or browsing factorio blueprints or blueprint books.
- Setup a MongoDB database and NodeJS API to access it on a personal server.
- factorio-library.noahemke.com/app.html

BankShot  [MTFT-Games/BankShot](https://github.com/MTFT-Games/BankShot) | C#, MonoGame, Git

- Collaborated with a team of 3 to build a roguelike, wave-based platformer.
- Developed a randomized upgrade shop and wave spawner and an external tool for editing maps, upgrades, and waves in separate files.

R.E.V.I.S.E.  [MTFT-Games/REVISE](https://github.com/MTFT-Games/REVISE) | Arduino, C++, PN532, relays

- Created and programmed a system to unlock, relock, start, and shut down a vehicle with an RFID tag.

EXTRACURRICULAR:

Computer Science House (CSH) at RIT

September 2020-Present

- Member of a competitive, dynamic and prestigious residential organization dedicated to technical learning through events, collaborative projects, and community engagement.

SKILLS:

Programming Languages: C#, Java, C++, HTML, CSS, Javascript

Tools: Visual Studio, MonoGame, Unity, Maya, Gimp, Git, Clickup, NodeJS

WORK EXPERIENCE:

Century Liquor & Wines

July 2020-Present

Cashier

Pittsford, NY

- Providing excellent customer service and public relations as well as communicating with the team to maintain cleanliness and service for customers.

Target

July 2018-August 2021

Cashier/Customer Service

Victor, NY

- Provided excellent and timely customer service with a team in a chaotic environment and tightly timed metrics while maintaining a clean and functional work area.