

# NOAH EMKE



Seeking full-time employment after graduation in May 2024.

📞 (585) 404-1909 ✉️ noahremke@gmail.com 🎮 MTFT-Games 🌐 noah-emke 🌐 noahemke.com

## 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

## PROJECTS:

**Devcade** 🌐 [devcade.csh.rit.edu](https://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](https://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](https://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](https://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](https://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](https://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.