

NOAH EMKE



Seeking full-time employment as a software engineer.

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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: 3.50

WORK EXPERIENCE:

Morton Salt *IT/OT Coop*

January 2023-August 2023

- Collaborated with a larger team to support and maintain network and service infrastructure.
- Addressed IT tickets, assisted with projects, and resolved multiple disaster recovery scenarios.
- Managed contractors to configure and deploy cameras doubling the current install base.
- Automated the deployment of common systems, saving hours and improving efficiency.

Century Liquor & Wines *Cashier*

July 2020-December 2022

- Provided excellent customer service and public relations while maintaining cleanliness and service.
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SKILLS:

Languages: C#, C++, Javascript, HTML, CSS, Java, 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 | **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](https://github.com/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://github.com/MTFT-Games/Factorio-Blueprint-Library) | **HTML, CSS, Git, Bulma, MongoDB, NodeJS**

- Created a web app for sharing Factorio blueprints
- Deployed and self-hosted a MongoDB database and NodeJS REST API to support the application.

BankShot 🎮 [MTFT-Games/BankShot](https://github.com/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.
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LEADERSHIP AND INVOLVEMENT:

Computer Science House (CSH) at RIT *System Administrator*

September 2020-Present

- Systems administrator assisting in the maintenance of Proxmox, Ceph, and OKD (Kubernetes) clusters.
- Active voting member of a living, learning community dedicated to technical learning and projects