

# EMMETT HALE

## SOFTWARE ENGINEER

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### PROFESSIONAL EXPERIENCE

#### Full Stack Software Engineer, Connected Signals

April 2023 - Present

Engaged in the development and maintenance of traffic control services for buses and emergency vehicles at this early startup

- Updated and managed AWS cloud services with Python lambdas and EC2 instances for use by all other developers
- Managed PostgreSQL databases for all of the startup's applications
- Developed an internal use web tool with Django, Python, JavaScript, PostgreSQL, HTML, and CSS for building datasets used in all other developed applications
- Refactored large C++ libraries used by backend services to process location data
- Led pivotal updates for a major client over the course of five months with some features having less than 24 hours of notice before needing to be complete
- Built data representations to be shown daily and weekly to clients and stakeholders
- Built software to facilitate several dozen emergency vehicle's movements

#### R&D Embedded Software Engineer I, Datalogic of Eugene

Dec 2021 - Jan 2023

Contributed to the development of the company's flagship barcode scanner product, enhancing functionality and user/developer experience

- Developed for embedded Linux environments in large C/C++ libraries
- Refactored a 2+ decade old C module which defined and compiled a custom scripting language
- Coordinated testing and defect handling between two foreign remote QA teams
- Revamped onboarding processes, reducing onboarding time from one month to less than two weeks
- Created comprehensive documentation in a requirements database with thousands of items
- Participated in daily code reviews and an Agile workflow

### PERSONAL PROJECTS

#### MTG Play Data Project

April 2024 - Present

Data tracking project for a personal MTG playgroup featuring a web app for data entry and display

- Developed a data format for tracking play data to allow for complex querying
- Wrote initial scripts for data display with JavaScript
- Built a web app with Docker, Python and HTML to allow users to view and record data
- Continually updated data format to account for bad early design and new querying ideas

#### Solo Game Development, Station 17

June 2020 - August 2023

Developed and published a Unity based game titled "Station 17" solo.

[https://store.steampowered.com/app/1712490/Station\\_17/](https://store.steampowered.com/app/1712490/Station_17/)

- Handled all aspects of development including: programming, art, testing, and more
- Set up testing methods with local and remote playtesters to be used throughout development
- Featured post-release updates to fix bugs, add quality of life, and introduce new content
- Used C# for scripting, node-based programming for shaders, and Blender for art assets

### EDUCATION

#### BS in Software Engineering Technology

Sept 2016 - June 2020

Oregon Tech, Klamath Falls, Oregon

- Built an Android app as part of a team for a Junior project and a Unity game solo for a senior project

## SKILLS

- C/C++
- C#/.NET
- Python
- JavaScript
- TypeScript
- HTML/CSS
- RESTful
- SQL
- PostgreSQL
- SQL Server
- Docker
- Django
- Linux
- Windows
- AWS
- Git
- GitHub
- Bitbucket
- Jira
- Agile
- Unity
- Godot
- Unreal
- Blender