

# EMMETT HALE

## SOFTWARE ENGINEER

Eugene, OR | emmett.hale.xe@gmail.com | <https://emmettsgrove.com>  
<https://www.linkedin.com/in/emmett-hale-909390172/> | <https://github.com/EmmHale>

### 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

#### Game Jam Projects

- Vertex Drop:
  - A 2D rogue-like built over a week solo
  - Features a custom world generation system using wave function collapse
  - Implemented a shared attribute system between the player and enemies
- Aux Cord:
  - A 2D rhythm game built as part of a team over two weeks
  - Built the timekeeping system that aligns all music and the players actions

### 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

- 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 companies 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

### 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