

EMMETT HALE

SOFTWARE ENGINEER

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EDUCATION

BS in Software Engineering Technology

Sept 2016 - June 2020

Oregon Institute of Technology, Klamath Falls, Oregon

PROFESSIONAL EXPERIENCE

Software Engineer, Connected Signals

April 2023 - Present

Engaged in the development and maintenance of traffic control services for buses, emergency vehicles, and pedestrians at this early startup as part of an extremely small team

- **Updated and managed AWS cloud services** with Python lambdas and Linux EC2 instances, increasing efficiency and improving maintainability
- **Managed and developed within PostgreSQL databases**, improving data access speed and efficiency
- **Developed an internal web tool** using Django, Python, JavaScript, PostgreSQL, HTML, and CSS, streamlining the process of building and uploading large datasets
- **Refactored and extended large C++ libraries** for backend services, improving the efficiency of location data processing
- **Led pivotal updates for major client developments**, delivering features under tight deadlines
- **Worked directly with clients** to ensure product quality and plan future developments
- **Developed data visualizations** for clients and internal development using Python pandas library

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 to refine functionality and implement new features and technologies
- **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**, leading to improved defect resolution times and product quality
- **Revamped software development onboarding processes**, reducing onboarding time from one month to less than two weeks

PERSONAL PROJECTS

Unannounced Game Project

September 2025 - Present

Developed a large scale unreleased game project as part of a large team

- **Developed game features** in UE5 using primarily C++ programming
- **Designed and documented game features** in collaboration with other developers

Solo Game Development, Station 17

June 2020 - August 2023

Developed and published the game "Station 17" as a solo developer.

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 target specific areas of development (bugfixes vs game feel vs etc)
- **Featured post-release updates to fix bugs**, add quality of life, and introduce new content

Game Jam Projects

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

SKILLS

- **Languages:** C, C++, C#, Python, JavaScript/TypeScript, SQL, Bash/Shell
- **Environments:** Linux (Embedded/Server/AWS), Windows
- **Development Tools/Frameworks:** Git, GitHub, Bitbucket, Visual Studio, VS Code, Pycharm, PostgreSQL, SQL Server, Django, AWS (EC2/Lambda), Unity, Godot, UE5
- **Methodologies and Management:** Agile, Jira