

Griffin Hale Jack

Software Developer | Python, JavaScript & Interactive Tools

Build full-stack applications and interactive tools, from domain research and architecture through documentation, deployment and user support.

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EXPERIENCE

Founder · KnownBetter Studios, LLC 2026 – Present · Portland, OR

- Develop games and software with user experience and reliability guiding product design and architecture.
- Study past and competing architectures, including where they fall short. Experiment within domain constraints to balance performance, simplicity and user control. Document decisions and verification limits; use CI to catch generated-code drift.

Freelance Software Developer · Silicon Forest Solutions LLC Aug 2026 – Present · Portland, OR

- Built a FastAPI/PostgreSQL system to assess opening a practice, integrating Meta, Google Ads, Microsoft Advertising and Search Console with replayable adapters and PDF reports explaining platform limitations.
- Built a Django drum-studio scheduler with database-enforced double-booking prevention and a ledger tracing every lesson owed.

Embedded Systems / Ultrasound Repair Technician · Sonovision Jan 2025 – Aug 2026 · Portland, OR

- Diagnosed mechanical, electrical and software faults across 60+ ultrasound machine models. Flashed locked-down boards and recovered hardware beyond standard repair procedures.
- Automated expert-only hardware recovery in Python and Rust, making procedures repeatable and verifiable.
- Built nightly SQL ingestion for 30,000+ assets, order-entry browser tools and a Dockerized label service used daily by 12 staff; led rollout and support.

Food Service and Hospitality 2016 – 2023 · Portland, OR

- Alongside food service, briefly ran a recording studio across two spaces before returning to school, working with local youth music organizations to provide free or low-cost recording and audio engineering.

SELECTED PROJECTS

griffinhale.com/projects

Catlg catlg.app TypeScript · React · React Native · Fastify · PostgreSQL

- Unifies books, games, music and film with shared collections and recommendations. Integrates 9 metadata providers and 18 library connectors while preserving user records and flagging uncertain matches.
- Share query logic and design tokens across web and mobile; generated API contracts and drift tests keep clients consistent.

Permit Office github.com/Griffinhale/permitOffice Python · arcpy · Tkinter

- Turned ArcGIS Pro into a city-management game: map selections and geoprocessing drive a 12-week simulation. Test rules and seeded runs without a licensed host; publish code, decision records and a changelog under MIT.

cabinFever github.com/Griffinhale/cabinFever JavaScript · ESM · Canvas

- Built a browser paper-marbling library producing 17 traditional patterns through mathematical transformations that preserve boundaries under stretching. No dependencies or build step; property tests and seeded output ensure reproducibility.

And More Will Follow C11 · Swift/SwiftUI · iOS · watchOS

- Prototyped a tile-to-idle-city game in Godot, then moved its simulation to portable C. A heap-free renderer and 532-byte watch snapshots support constrained hardware; native shells handle input, rendering and accessibility.

SKILLS

Languages and interfaces	Python · TypeScript/JavaScript · SQL · C · Swift · React · React Native/Expo · CSS
Back end and data	FastAPI · Django · Fastify · httpx · SQLAlchemy · PostgreSQL · OpenAPI · ArcGIS Pro/arcpy
Delivery and testing	GitHub Actions · Docker · Dokku · Linux · Playwright · contract and regression tests
Google Cloud	OAuth · Ads and Search Console integrations

EDUCATION

Associate of Arts · Portland Community College 2023 – 2024 · Portland, OR

GIS Certificate · Portland Community College In progress · Portland, OR