

Skills

LANGUAGES

Java (*Proficient*)

Python (*Proficient*)

JavaScript (*Proficient*)

HTML/CSS (*Proficient*)

Scala (*Familiar*)

FOCUS AREAS

Software Development

Web Development

Game Development

Natural Language Processing

Machine Learning

Web Services

TOOLKIT

Amazon Web Services

Git & Mercurial

ElasticSearch

Docker

Redis

Linux

LibGDX

SOFT

Quick Learner

Passionate

Collaborative

Generalist

Autodidact

Education

B.Sc (2011 - 2015)

University of Oregon

Biology, GPA 3.5 / 4.0

Work Experience

Data Science Engineer • Seattle • WA

Sept 2015 - Present

PayScale, Inc.

- Created compensation model metric by generating kernel density estimations of percentiles for both model predictions and actual customer profiles, comparing them through Monte Carlo sampling and Jaccard similarity (*Python: Sklearn, Pandas, Numpy, Matplotlib*)
- Created NLP data analysis pipeline for inferring topics and skills from job description files of varying formats (*ElasticSearch, Mallet, Redis, Python: Numpy, Pandas, Sklearn, Boto, NLTK, Flask*)
- Handled deployment, operation, and automation of numerous interconnected web services for data analysis pipeline (*Docker, AWS: EC2, S3, Lambda*)
- Constructed web scrapers for pulling job listings and resumes, efficiently outputting cleaned, relevant data in JSON or TSV (*Python: Scrapy, BeautifulSoup*)

Software Engineer Intern, Data Sciences • Seattle • WA

July 2015 - Sept 2015

PayScale, Inc.

- Sole developer of a dynamic drag-and-drop web app for matching job description files with PayScale internal job titles (*JavaScript, HTML, CSS, AWS S3*)
- This app is used as a primary tool during the customer onboarding processing, forming an integral part of the data analysis pipeline

Bioinformatics Research Assistant • Eugene • OR

Jan 2015 - Apr 2015

University of Oregon Institute of Neuroscience

- Designed and created a GUI data parser in Python analyzing the Cuttlefish transcriptome with an elegant interface, efficient search and graph/chart output (*Python: Tkinter, Pandas, Matplotlib*)

Projects

Cartographer • github.com/galenscovell/Cartographer-Scala

- Generates perfect mazes using spanning trees and Prim's algorithm (*Scala*)

Flicker • github.com/galenscovell/Flicker

- Dungeon crawling RPG for Android using custom game engine (*Java, LibGDX*)
- Utilizes cellular automata, binary space partitioning, bitmask sprite skinning, and JSON deserialization for procedurally generated levels, entities and items

Pathfinder • github.com/galenscovell/Pathfinder

- GUI comparing runtime and path output of A* pathfinder with various heuristics and customizable obstacles/endpoints (*Java*)

QuadTreeCollision • github.com/galenscovell/QuadTreeCollision

- Interactive demonstration of highly performant collision detection via quadtrees (*Java*)