

EXPERIENCE

Software Engineer II • Seattle, WA

May 2017 – Current

PayScale, Inc.

- Created process for building and deploying all facets of PayScale internal data. Critically used by every team, from B2B to Consumer to Data Analytics.
- Created ETL pipeline for B2B customer profiles from legacy SQL to new data warehouse. Extracts profiles, transforms blobs from nested XML to flat JSON, then loads them to warehouse. Processes 100mm profiles in three days then runs daily to keep up to date.
- Converted highest traffic legacy on-prem service to scalable cloud service with performant task architecture. Generates compensation reports critical to all PayScale products, handling 10mm+ reports/day.
- Conducted interviews covering algorithms and debugging for my team and others.

Software Engineer I • Seattle, WA

Dec 2016 – Apr 2017

PayScale, Inc.

- Created service handling Market Differential Analysis across PayScale products. Utilizes parallelized worker task architecture to run computations spanning hundreds of thousands of Labor Market/Job combinations.
- Created service handling storage and retrieval of customer job description metadata and files used across multiple PayScale products.
- Created process for maintaining, constructing and querying PayScale ElasticSearch indices vital to both Consumer and B2B products. Handles 30mm+ queries per month.

Data Science Engineer • Seattle, WA

Oct 2015 – Nov 2016

PayScale, Inc.

- Created serverless, performant NLP feature extraction pipeline for inferring topics and skills from uploaded job description files of varying formats.
- Led update and release of PayScale's core compensation model ("The Model") for three quarters, compressing its complex manual update/test process into automated scripts.
- Established team code standards for documentation, versioning, code reviews and testing.
- Acquired data from dynamic web sources via construction of varied web scrapers.
- Created web app for matching job description files with customer internal job titles, decreasing onboarding time and forming an integral part of the data science pipeline.

Bioinformatics Research Assistant • Eugene, OR

Jan 2015 – Apr 2015

University of Oregon Institute of Neuroscience

- Developed GUI data parser analyzing the transcriptome of the Cuttlefish, complete with searching and visualization generation.

SKILLS

PROFICIENT C#, Java, Python, HTML/CSS

FAMILIAR JavaScript, Scala, Kotlin, Ruby, SQL

TOOLKIT AWS, Azure, Git, Docker, Linux, ElasticSearch, Redis, TeamCity, Octopus Deploy, .NET, Unity

FOCUS AREAS Web Development, Services, Automation, Test-Driven Development, Agile Development

Cartographergithub.com/galenscovell/Cartographer-Scala

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

Pathfindergithub.com/galenscovell/Pathfinder

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

QuadTreeCollisiongithub.com/galenscovell/QuadTreeCollision

Interactive demonstration of highly performant collision detection with quadtrees. *(Java)*

Circuitsgithub.com/galenscovell/Circuits

Mobile puzzle game for Android using custom game engine. *(Java, LibGDX)*

Wa-Torgithub.com/galenscovell/Wa-Tor

Population dynamics simulation using cellular automata. *(Python)*

Unreleased Game

Indie game that's been in heavy development for around a year. 2D top-down RPG featuring action combat, farming/crafting, and NPC interaction/AI in a unique oppressive, alien environment inspired by Dune. *(Unity, C#, SQLite)*

See github.com/galenscovell for more

B.Sc, Biology (2015)

University of Oregon

GPA 3.5 / 4.0

Online Courses (2015)

Princeton

COS226, Algorithms and Data Structures

UC Berkeley

CS61A, Structure and Interpretation of Computer Programs

University of Helsinki

Object-Oriented Programming with Java

Stanford

CS229, Machine Learning