

Galen Scovell

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galenscovell.github.io

Skills

LANGUAGES

Java (*Proficient*)

Python (*Proficient*)

JavaScript (*Proficient*)

C# (*Proficient*)

HTML (*Proficient*)

CSS (*Proficient*)

R (*Familiar*)

FOCUS AREAS

Natural Language Processing

Machine Learning

Web Services

Web Development

Game Development

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

Oct 2015 - Present

PayScale, Inc.

- Co-created NLP data analysis pipeline for inferring topics and skills from job description files of varying formats (*Python, ElasticSearch, Mallet, Redis + modules such as Numpy, Scipy, Pandas, Sklearn, Boto, NLTK, Flask*)
- Handled deployment, operation, and automation of numerous interconnected web services for data analysis pipeline (*AWS EC2, S3, Lambda, Docker*)

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, C#, 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 (over 1 million entries) with an elegant interface, efficient search and graph/chart output (*Python, Tkinter, Pandas, Matplotlib*)

Projects

Flicker • github.com/galenscovell/Flicker

Roguelike for Android

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

Pathfinder • github.com/galenscovell/Pathfinder

Interactive A pathfinding*

- Developed GUI for comparing runtime and path output of A* pathfinder with different heuristics and customizable obstacles/endpoints (*Java, Swing*)

QuadTreeCollision • github.com/galenscovell/QuadTreeCollision

High performance collision detection

- Developed interactive demonstration of highly performant collision detection through usage of the Quadtree data structure (*Java, Swing*)