Galen Scovell

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galenscovell.github.io

Skills

LANGUAGES

Java *(Proficient)*
Python *(Proficient)*
JavaScript *(Proficient)*
C# *(Proficient)*
HTML *(Proficient)*
CSS *(Proficient)*

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   *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 + Python 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)*