

Galen Scovell

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galenscovell.github.io

Skills

LANGUAGES

Java (*Proficient*)

Python (*Proficient*)

JavaScript (*Proficient*)

C# (*Proficient*)

HTML (*Proficient*)

CSS (*Proficient*)

SQL (*Familiar*)

FOCUS AREAS

Web Services

Natural Language Processing

Machine Learning

Web Development

Game Development

TOOLS

Amazon Web Services

Git & Mercurial

ElasticSearch

Django & Flask

Docker

Linux

LibGDX

.NET

SOFT

Quick Learner

Passionate

Collaborative

Generalist

Autodidact

Education

B.Sc (2011 - 2015)

University of Oregon

Biology, GPA 3.5 / 4.0

Extensive extra-curricular
Computer Science studies

Work Experience

Machine Learning Engineer, Data Sciences • Seattle • WA

Oct 2015 - Present

PayScale, Inc.

- Co-created data analysis pipeline for inferring topics and skills from uploaded job description files.
- Handled deployment and operation of web services on AWS EC2 via Docker

Software Engineer Intern, Data Sciences • Seattle • WA

July 2015 - Sept 2015

PayScale, Inc.

- Constructed a dynamic drag-and-drop web app for matching job description files with their internal PayScale job title.
- This app is used as a primary tool during the customer onboarding processing, forming an integral part of the data analysis pipeline.
- Utilized extensive JavaScript, C#, HTML/CSS, JSON and AWS S3

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.
- Utilized Python, Tkinter, Pandas and Matplotlib

Projects

Flicker • github.com/galenscovell/Flicker

Roguelike for Android

- Dungeon-crawling RPG in Java using custom game engine coded with the LibGDX framework.
- Utilizes cellular automata, bitmask sprite skinning, and JSON deserialization for procedurally generated levels, entities and items.

µblogger • github.com/galenscovell/Django-Microblogger

Fully-featured blogging CMS

- Developed blogging platform with Django hosted on Heroku.
- Implemented user authentication, creation/editing/deletion of posts and comments, and searching content across the site.

Wa-Tor • github.com/galenscovell/Wa-Tor

Population dynamics simulation

- Developed population dynamics simulation for the fictional planet of Wa-Tor using Python and the PyGame framework.