Galen Scovell

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galenscovell.github.io

SKILLS

LANGUAGES

C# *(Proficient)*
Java *(Proficient)*
Python *(Proficient)*
JavaScript *(Proficient)*
HTML/CSS *(Proficient)*
Scala *(Familiar)*
Kotlin *(Familiar)*
Ruby *(Familiar)*
SQL *(Familiar)*

TOOLKIT

Cloud (AWS, Azure)
Octopus Deploy
.NET Ecosystem
ElasticSearch
TeamCity
VCS (Git)
Docker
Linux
Redis
Unity

FOCUS AREAS

Web Development
API/Services Design
Test-Driven Development
Agile Development
Automation

EDUCATION

B.SC Biology (2015)
University of Oregon

Software Engineer II • Seattle, WA — May 2017 – Current
PayScale, Inc.

- Created process for building/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 #1 legacy on-prem service to scalable cloud service with performant task architecture. Generates compensation reports critical to all PayScale products, handling 10mm+ reports/day.
- Created event store service handling collaborative job review operations for PayScale's mobile ManagerExperience app.
- Conducted interviews covering algorithms and debugging.

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 updated process for maintaining/constructing PayScale ElasticSearch indices critical 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 visualizations generation.

Cartographer
github.com/galenscovell/Cartographer-Scala
Generates perfect mazes using spanning trees and Prim's algorithm. *(Scala)*

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 with quadtrees. *(Java)*

Circuits
github.com/galenscovell/Circuits
Mobile puzzle game for Android using custom game engine. *(Java, LibGDX)*

Wa-Tor
github.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