

Galen Scovell

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galenscovell.github.io

EXPERIENCE

Software Engineer II • Seattle, WA

5/17 - Current

PayScale, Inc.

- Lead developer of service handling Market Differential Analysis across multiple PayScale products. Utilizes parallelized worker task architecture to run MDA computations spanning hundreds of thousands of Labor Market/Job combinations. Fully containerized deploy via EC2 (*C#, .NET Core, Redis, AWS SQS/S3/ElastiCache/EC2*)

Software Engineer I • Seattle, WA

11/16 - 5/17

PayScale, Inc.

- Lead developer of service handling storage and retrieval of job description metadata and files used across multiple PayScale products (*C#, NServiceKit, Postgres, AWS RDS/S3*)
- Developed script suite for maintaining PayScale production ElasticSearch indices (*Python, ElasticSearch*)

Data Science Engineer • Seattle, WA

7/15 - 11/16

PayScale, Inc.

- Designed and created serverless, performant NLP feature extraction pipeline for inferring topics and skills from uploaded job description files of varying formats (*Python, JavaScript, AWS Lambda/SQS/ES/S3*)
- Led update and release of PayScale's core compensation model ("*The Model*") for three quarters, compressing its complex manual update/test processes into automated scripts (*Python, C#*)
- Established team code standards for documentation, versioning, code reviews and testing
- Acquired data from dynamic web sources via construction of varied web scrapers (*Python, JavaScript*)

Bioinformatics Research Assistant • Eugene, OR

1/15 - 4/15

University of Oregon Institute of Neuroscience

Developed GUI data parser analyzing the Cuttlefish transcriptome with searching and graph generation (*Python, tkinter*)

SKILLS

LANGUAGES Python, JavaScript, Scala, Java, C#, HTML/CSS, SQL

TOOLKIT AWS, Git/Mercurial, ElasticSearch, Docker, Linux, .NET, TeamCity, Octopus

FOCUS AREAS Web Development/Services, Automation, NLP

B.Sc (2011 - 2015)

University of Oregon

Biology, GPA 3.5 / 4.0

PROJECTS

Cartographer • github.com/galenscovell/Cartographer-Scala

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

Flicker • github.com/galenscovell/Flicker

Dungeon crawling RPG for Android using custom game engine (*Java, LibGDX*)

Utilizes cellular automata, binary space partitioning, bitmask sprite skinning, and JSON deserialization for procedurally generated levels, entities and items

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 via quadtrees (*Java*)