

# Galen Scovell

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galenscovell.github.io

## EXPERIENCE

### Software Engineer II • Seattle, WA

05/17 - Now

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 - 05/17

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

07/15 - 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

01/15 - 04/15

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](https://github.com/galenscovell/Cartographer-Scala)

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

### Flicker • [github.com/galenscovell/Flicker](https://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](https://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](https://github.com/galenscovell/QuadTreeCollision)

Interactive demonstration of highly performant collision detection via quadtrees (*Java*)