Galen Scovell

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galenscovell.github.io

Experience

Software Developer I • Seattle, WA Nov 2016 - Current
PayScale, Inc.
Engineer on PayScale Pro (B2B) team, working on new services and core architecture central to PayScale products

- Designed and constructed service for storing and retrieving job description metadata and files, used across multiple PayScale products *(C#, Postgres, AWS RDS/S3)*
- Developed system of scripts for creating/updating/maintaining PayScale production ElasticSearch indices *(Python, ElasticSearch)*

Data Science Engineer • Seattle, WA Sept 2015 - Nov 2016
PayScale, Inc.
Sole engineer on PayScale's fledgling Data Science team, handling full stack development of data related projects

- 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
- Compressed the Model's complex update and testing processes into automated scripts *(Python, C#)*
- Acquired data from dynamic web sources via construction of varied web scrapers *(Python)*

Software Engineer Intern, Data Sciences • Seattle, WA July 2015 - Sept 2015
PayScale, Inc.
Sole developer of production .NET web app for matching job description files with customer internal job titles, decreasing onboarding time and forming an integral part of the data analysis pipeline *(JavaScript, C#, HTML/CSS, AWS)*

Bioinformatics Research Assistant • Eugene, OR Jan 2015 - Apr 2015
University of Oregon Institute of Neuroscience
Developed GUI data parser analyzing the Cuttlefish transcriptome with searching and graph generation *(Python)*

LANGUAGES Python, JavaScript, Scala, Java, C#, HTML/CSS, SQL
TOOLKIT AWS, Git/Mercurial, ElasticSearch, Docker, Linux
FOCUS AREAS Web Development, Automation, NLP, Machine Learning

B.Sc (2011 - 2015)
University of Oregon
Biology, GPA 3.5 / 4.0

Personal 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)*