Galen Scovell

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Skills

LANGUAGES

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

FOCUS AREAS

Software Development
Web Development
Game Development
Natural Language Processing
Machine Learning
Web Services

TOOLKIT

Amazon Web Services
Git/Mercurial
ElasticSearch
Docker
Linux
LibGDX

SOFT

Quick Learner
Passionate
Collaborative
Generalist
Autodidact

Education

B.Sc (2011 - 2015)

University of Oregon
Biology, GPA 3.5 / 4.0

Work Experience

Data Science Engineer • Seattle • WA
Sept 2015 - Present

PayScale, Inc.

- Led update and release of PayScale's core compensation model *("The Model")* for two quarters
- Deconstructed the Model, providing inline/external documentation and structure diagrams of dense legacy code *(C#)*
- Compressed the Model's complex update and testing processes into automated scripts *(Python, C#)*
- Created NLP feature extraction pipeline for inferring topics and skills from uploaded job description files of varying formats *(Python, JavaScript, AWS)*
- Handled deployment and maintenance of numerous interconnected web services for JD feature extraction pipeline *(Linux, AWS, Docker, ElasticSearch)*
- 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 a production .NET web app for matching job description files with customer internal job titles *(JavaScript, C#, HTML/CSS, AWS)*
- This app serves as a primary tool during the customer onboarding process, decreasing onboarding time and forming an integral part of the data analysis pipeline with organized backend storage on AWS

Bioinformatics Research Assistant • Eugene • OR
Jan 2015 - Apr 2015

University of Oregon Institute of Neuroscience

- Developed interactive GUI data parser analyzing the Cuttlefish transcriptome with searching and visualization generation *(Python)*

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)*