

Galen Scovell

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galenscovell.github.io

Nov 2016 - Current

EXPERIENCE

Software Developer I • Seattle, WA

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.

Engineer on PayScale's Data Science team, handling full stack development of data related projects

- 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*)

Software Engineer Intern, Data Sciences • Seattle, WA

July 2015 - Sept 2015

PayScale, Inc.

Developed 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*)

SKILLS

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

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

FOCUS AREAS Web Development/Services, Automation, NLP, Machine Learning

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*)