

# Galen Scovell

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galenscovell.github.io

## Skills

### LANGUAGES

Java (*Proficient*)

Python (*Proficient*)

JavaScript (*Proficient*)

HTML/CSS (*Proficient*)

Scala (*Familiar*)

### FOCUS AREAS

Software Development

Web Development

Game Development

Natural Language Processing

Machine Learning

Web Services

### TOOLKIT

Amazon Web Services

Git & Mercurial

ElasticSearch

Docker

Redis

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.

- Deconstructed PayScale's core compensation model, providing inline/external documentation and structure diagrams of dense legacy C# code. Compressed the complicated model update process into a single, performant script (*Python, C#*)
- Created NLP data analysis pipeline for inferring topics and skills from job description files of varying formats (*ElasticSearch, Mallet, Redis, Python: Numpy, Pandas, Sklearn, Boto, NLTK, Flask*)
- Handled deployment, operation, and automation of numerous interconnected web services for data analysis pipeline (*Docker, AWS: EC2, S3, Lambda*)
- Constructed web scrapers for pulling job listings and resumes, efficiently outputting cleaned, relevant data (*Python: Scrapy, BeautifulSoup*)

### Software Engineer Intern, Data Sciences • Seattle • WA

July 2015 - Sept 2015

PayScale, Inc.

- Sole developer of a dynamic .NET web app for matching job description files with customer internal job titles. 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. Built backend architecture using AWS. (*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 an interactive interface, search and visualizations (*Python: Tkinter, Pandas, Matplotlib*)

## 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*)