Galen Scovell

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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 drag-and-drop web app for matching job description files with PayScale internal job titles. This app is used as a primary tool during the customer onboarding processing, forming an integral part of the data analysis pipeline *(JavaScript, HTML, CSS, AWS S3)*

Bioinformatics Research Assistant • Eugene • OR Jan 2015 - Apr 2015
University of Oregon Institute of Neuroscience

- Designed and created a GUI data parser in Python analyzing the Cuttlefish transcriptome with an elegant interface, efficient search and graph/chart output *(Python: Tkinter, Pandas, Matplotlib)*

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)*