

# Galen Scovell

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galenscovell.github.io

## 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
- 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. 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 (*JavaScript, C#, HTML/CSS, 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](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*)