

# Galen Scovell

## Software Developer

contact	experience	
<b>phone</b> (541) 933 0048	2015	<b>Bioinformatics Research Assistant</b> University of Oregon Institute of Neuroscience <ul style="list-style-type: none"><li>Designed and created a GUI data parser in Python</li><li>Analyzes transcriptome of Cuttlefish (over 1 million entries)</li><li>Elegant interface, efficient search and graph/chart output</li><li>Utilizes Tkinter, Pandas, Matplotlib and Regular Expressions</li></ul>
<b>web</b> galenscovell.github.io galen.scovell@gmail.com		
<b>profiles</b> github.com/galenscovell linkedin.com/in/galenscovell careers.stackoverflow.com/gms angel.co/galen-scovell	<b>education</b>	
	2015	<b>Bachelor of Science in Biology</b> University of Oregon, GPA 3.5 / 4.0
	2015	<b>Extracurricular Studies in Computer Science</b> <ul style="list-style-type: none"><li>University of California, Berkeley CS 61A: Structure and Interpretation of Computer Programs</li><li>University of Helsinki Object-Oriented Programming with Java</li><li>Princeton University Algorithms and Data Structures</li></ul>
<b>skills</b>		
<b>proficient</b> Java, Python		
<b>familiar</b> Ruby, JavaScript	<b>projects</b>	
<b>mobile &amp; game</b> Android, LibGDX	2015	<b>Flicker</b> galenscovell/Flicker <ul style="list-style-type: none"><li>Roguelike for Android and Desktop coded in Java with LibGDX</li><li>Utilizes cellular automata, JSON data serialization and bitmask tile skinning for unique procedurally generated levels, entities and items</li><li>Ported 2000 LOC original Java2D version to Libgdx, reducing memory and CPU usage while opening up graphical possibilities</li></ul>
<b>web</b> Django, HTML, CSS		
<b>data</b> SQL, JSON, XML	2015	<b>Cartographer</b> galenscovell/Cartographer <ul style="list-style-type: none"><li>Cave, maze and dungeon creator via cellular automata, coded in Java</li><li>Swing GUI with numerous construction options</li><li>Utilizes threads, interfaces and clean separation of responsibilities</li></ul>
<b>interests</b>	2014	<b>Personal Website/Portfolio</b> galenscovell.github.io <ul style="list-style-type: none"><li>Personal website and portfolio hosted on Github Pages</li><li>Handcrafted from the ground up using HTML5, CSS3 and JavaScript</li></ul>
Mobile and game development, computational biology and bioinformatics, data visualization, learning and applying new technologies	2014	<b>µblogger</b> galenscovell/Django-Microblogger <ul style="list-style-type: none"><li>Fully-featured blogging CMS hosted on Heroku</li><li>Created with Django, PostgreSQL, HTML5, CSS3, and JavaScript</li><li>Authentication, post/comment create/edit/delete, searchbar</li></ul>
	2014	<b>Wa-Tor</b> galenscovell/Wa-Tor <ul style="list-style-type: none"><li>Population dynamics simulation in Python with pygame</li><li>Utilizes OOP design principles and event-driven game logic</li></ul>