Galen Scovell

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Skills

LANGUAGES

Java *(Proficient)*
Python *(Proficient)*
JavaScript *(Proficient)*
Ruby *(Familiar)*
HTML5 *(Proficient)*
CSS3 *(Proficient)*
SQL *(Familiar)*

FRAMEWORKS/TOOLS

Android
LibGDX
Django
jQuery
JSON
XML
Git

SOFT

Quick Learner
Passionate
Collaborative
Generalist
Autodidact

Education

B.Sc (2011 - 2015)

University of Oregon
Biology, GPA 3.5 / 4.0

Computer Science Studies

UC Berkeley
Structure/Interpretation of Computer Programs
Princeton University
Algorithms/Data Structures
University of Helsinki
Object-Oriented Programming with Java

Work Experience

University of Oregon Institute of Neuroscience • Eugene • OR   *(2015)*
github.com/galenscovell/Transcriptome-Data-Parser
Bioinformatics Research Assistant

- Designed and created a GUI data parser in Python analyzing the Cuttlefish transcriptome (over 1 million entries).
- Developed elegant interface, efficient search and graph/chart output.
- Utilized Tkinter, Pandas, Matplotlib and Regular Expressions.

Projects

Flicker • github.com/galenscovell/Flicker   *(2015)*
Roguelike for Android and Desktop

- Developed dungeon crawler RPG in Java with the LibGDX framework.
- Utilizes cellular automata, bitmask sprite skinning, and JSON deserialization for unique, procedurally generated levels, entities and items.

Cartographer • github.com/galenscovell/Cartographer   *(2015)*
Map creator

- Developed cave, maze and dungeon generator in Java with Swing.
- Utilizes cellular automata, varied construction options, threads, interfaces and clean separation of responsibilities.

µblogger • github.com/galenscovell/Django-Microblogger   *(2014)*
Full-featured blogging CMS

- Developed blogging platform with Django, PostgreSQL, HTML5/CSS3 and JavaScript hosted on Heroku.
- Implemented user authentication, creation/editing/deletion of posts and comments, and searching content across the site.

Weathered • github.com/galenscovell/Weathered   *(2014)*
Weather forecasting with the OpenWeather API

- Developed weather forecast site with Ruby and the Sinatra framework.

Wa-Tor • github.com/galenscovell/Wa-Tor   *(2014)*
Population dynamics simulation

- Developed population dynamics simulation on the fictional planet of Wa-Tor using Python and the PyGame framework.