Galen Scovell
Entry-level Developer

contact

phone
(541) 933 0048

web
galenscovell.github.io
galen.scovell@gmail.com

profiles
github.com/galenscovell
linkedin.com/in/galenscovell
angel.co/galen-scovell

skills

proficient languages
Java, Python

familiar languages
Ruby, JavaScript

web
HTML/CSS, Django, PostgreSQL

other
Libgdx, JUnit, JSON

interests

Full-stack web development, computational biology, bioinformatics, game design and development, learning and applying new technologies

education

2015 — **Bachelor of Science in Biology**
University of Oregon, 3.5 GPA

2015 — **Extracurricular Studies in Computer Science**
- University of California, Berkeley
  CS 61A: Structure and Interpretation of Computer Programs
- University of Helsinki
  Object-Oriented Programming with Java
- Princeton University
  Algorithms and Data Structures

experience

2015 — **Bioinformatics Research Assistant**
University of Oregon Institute of Neuroscience
- Designed and created a GUI data parser in Python
- Analyzes transcriptome of Cuttlefish (over 1 million entries)
- Elegant interface providing efficient search and graph/chart output
- Utilizes Tkinter, Pandas, Matplotlib and Regular Expressions

projects

2015 — **Flicker**   galenscovell/Flicker
- Graphical Roguelike in Java with the Libgdx library
- Utilizes cellular automata, JSON data serialization and bitmask tile skinning for unique, procedurally generated levels and entities
- Ported 2000 LOC original Java2D version to Libgdx/OpenGl, reducing memory and CPU usage while opening up graphical possibilities

2015 — **Cartographer**   galenscovell/Cartographer
- Cave, maze and dungeon creator via cellular automata, coded in Java
- Swing GUI with numerous construction options
- Utilizes threads, interfaces and clean separation of responsibilities

2014 — **Personal Website/Portfolio**   galenscovell.github.io
- Personal website and portfolio hosted on Github Pages
- Handcrafted from the ground up using HTML5, CSS3 and JavaScript

2014 — **μblogger**   galenscovell/Django-Microblogger
- Fully-featured blogging CMS hosted on Heroku
- Created with Django, PostgreSQL, HTML5, CSS3, and JavaScript
- Authentication, post/comment create/edit/delete, searchbar

2014 — **Wa-Tor**   galenscovell/Wa-Tor
- Population dynamics simulation in Python with pygame
- Utilizes OOP design principles and event-driven game logic