

Galen Scovell

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galenscovell.github.io

Skills

LANGUAGES

Java (*Proficient*)

Python (*Proficient*)

JavaScript (*Familiar*)

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 PC

- 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.