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

skills

proficient languages
Java, Python

familiar languages
Ruby, JavaScript

web
HTML/CSS, Django, Sinatra

other
PostgreSQL, LWJGL, OpenGL

interests

Full-stack web development,
computational biology,
bioinformatics, game design,
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
- Endless dungeon crawler/roguelike in Java
- Utilizes procedural generation for unique level layouts
- Sprite rendering/animations, bitmask skinning, orthographic camera

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

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

2014 — 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
- Population dynamics simulation in Python with pygame
- Utilizes OOP design principles and event-driven game logic