

Galen Scovell

Entry-level Developer

contact	education	
phone (541) 933 0048	2015	Bachelor of Science in Biology University of Oregon, 3.5 GPA
web galenscovell.github.io galen.scovell@gmail.com	2015	Extracurricular Studies in Computer Science <ul style="list-style-type: none">University of California, Berkeley <i>CS 61A: Structure and Interpretation of Computer Programs</i>University of Helsinki <i>Object-Oriented Programming with Java</i>Princeton University <i>Algorithms and Data Structures</i>
profiles github.com/galenscovell linkedin.com/in/galenscovell		
skills	experience	
languages Java, Python, Ruby, JavaScript	2015	Bioinformatics Research Assistant University of Oregon Institute of Neuroscience <ul style="list-style-type: none">Designed and created a GUI data parser in PythonAnalyzes transcriptome of Cuttlefish (over 1 million entries)Elegant interface providing efficient search and graph/chart outputUtilizes Tkinter, Pandas, Matplotlib and Regular Expressions
web HTML/CSS, Django, Sinatra		
other PostgreSQL, Git		
interests	projects	
Full-stack web development, computational biology, bioinformatics, game design, learning and applying new technologies	2015	Flicker <ul style="list-style-type: none">Fully-featured Roguelike coded in JavaImplemented in depth using OOP design principlesSprite rendering/animation, game design fundamentals
	2015	Cartographer <ul style="list-style-type: none">Cave, maze and dungeon creator via cellular automata, coded in JavaSwing GUI with varied construction optionsUtilizes threads, interfaces and clean separation of responsibilities
	2014	Personal Website/Portfolio <ul style="list-style-type: none">Personal website and portfolio hosted on Github PagesHandcrafted from the ground up using HTML5, CSS3 and JavaScript
	2014	Microblogger <ul style="list-style-type: none">Fully-featured blogging CMS hosted on HerokuCreated with Django, PostgreSQL, HTML5, CSS3, and JavaScriptAuthentication, post/comment create/edit/delete, searchbar
	2014	Wa-Tor <ul style="list-style-type: none">Population dynamics simulation in Python with pygameUtilizes OOP design principles and event-driven game logic