# Galen Scovell
## Entry-level Developer

## contact

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### web
galenscovell.github.io
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### profiles
github.com/galenscovell
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## skills

### proficient languages
Java, Python

### familiar languages
Ruby, JavaScript

### web
HTML/CSS, Django, PostgreSQL

### game & android
Libgdx

## 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**   galenscovell/Flicker
- Endless dungeon crawler/roguelike in Java with the Libgdx library
- Utilizes procedural generation for unique level layouts
- Sprite rendering/animations, bitmask skinning, orthographic camera
- Ported 2000 LOC original Java2D version to Libgdx/OpenGl, reducing memory usage by 37% and opening up graphical possibilities

**2015**   **Cartographer**   galenscovell/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**   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