Galen Scovell

Software Developer

contact

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profiles
github.com/galenscovell
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skills

proficient
Java, Python

familiar
Ruby, JavaScript

mobile & game
Android, LibGDX

web
Django, HTML, CSS

data
SQL, JSON, XML

interests

Mobile and game development, computational biology and bioinformatics, data visualization, learning and applying new technologies

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, efficient search and graph/chart output
- Utilizes Tkinter, Pandas, Matplotlib and Regular Expressions

education

2015 — **Bachelor of Science in Biology**
University of Oregon, GPA 3.5 / 4.0

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

projects

2015 — **Flicker** — galenscovell/Flicker
- Roguelike for Android and Desktop coded in Java with LibGDX
- Utilizes cellular automata, JSON data serialization and bitmask tile skinning for unique procedurally generated levels, entities and items
- Ported 2000 LOC original Java2D version to Libgdx, 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