## Galen Scovell

## **Entry-level Developer**

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contact	education	
<b>phone</b> (541) 933 0048	2015	Bachelor of Science in Biology University of Oregon, 3.5 GPA
<b>web</b> galenscovell.github.io galen.scovell@gmail.com	2015	<ul> <li>Extracurricular Studies in Computer Science</li> <li>University of California, Berkeley</li> <li>CS 61A: Structure and Interpretation of Computer Programs</li> </ul>
profiles github.com/galenscovell linkedin.com/in/galenscovell angel.co/galen-scovell		<ul> <li>University of Helsinki     Object-Oriented Programming with Java</li> <li>Princeton University     Algorithms and Data Structures</li> </ul>
	experience	
skills proficient languages	2015	Bioinformatics Research Assistant University of Oregon Institute of Neuroscience • Designed and created a GUI data parser in Python
Java, Python		<ul> <li>Analyzes transcriptome of Cuttlefish (over 1 million entries)</li> <li>Elegant interface providing efficient search and graph/chart output</li> </ul>
<b>familiar languages</b> Ruby, JavaScript	projects	<ul> <li>Utilizes Tkinter, Pandas, Matplotlib and Regular Expressions</li> </ul>
<b>web</b> HTML/CSS, Django, PostgreSQL		Flicker
game & android Libgdx, XML	2015	<ul> <li>Flicker</li> <li>Endless dungeon crawler/roguelike in Java with the Libgdx library</li> <li>Utilizes procedural generation for unique level layouts</li> <li>Sprite rendering/animations, bitmask skinning, orthographic camera</li> <li>Ported 2000 LOC original Java2D version to Libgdx/OpenGl, reducing memory usage by 37% and opening up graphical possibilities</li> </ul>
interests  Full-stack web development, computational biology, bioinformatics, game design, learning and applying new technologies	2015	<ul> <li>Cartographer</li> <li>Cave, maze and dungeon creator via cellular automata, coded in Java</li> <li>Swing GUI with varied construction options</li> <li>Utilizes threads, interfaces and clean separation of responsibilities</li> </ul>
	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	<ul> <li>µblogger galenscovell/Django-Microblogger</li> <li>Fully-featured blogging CMS hosted on Heroku</li> <li>Created with Django, PostgreSQL, HTML5, CSS3, and JavaScript</li> <li>Authentication, post/comment create/edit/delete, searchbar</li> </ul>
	2014	<ul> <li>Wa-Tor galenscovell/Wa-Tor</li> <li>Population dynamics simulation in Python with pygame</li> <li>Utilizes OOP design principles and event-driven game logic</li> </ul>