

Galen Scovell

Entry-level Developer

| | | |
|--|-------------------|--|
| contact | | |
| 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 | education | |
| skills | experience | |
| proficient languages Java, Python | 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 |
| familiar languages Ruby, JavaScript | | |
| web HTML/CSS, Django, PostgreSQL | | |
| game & android Libgdx | projects | |
| interests Full-stack web development, computational biology, bioinformatics, game design, learning and applying new technologies | 2015 | Flicker <ul style="list-style-type: none">Endless dungeon crawler/roguelike in JavaUtilizes procedural generation for unique level layoutsSprite rendering/animations, bitmask skinning, orthographic camera |
| | 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 |