Euan House

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Education

The Pennsylvania State University   **2021 – 2025**
Computer Science B.S.   GPA: 3.35
Cybersecurity Computational Foundations Minor
Dean's List, Spring 2023

Relevant Coursework

- Algorithms and Data Structures Theory
- Operating Systems Programming in C
- Database Management Systems
- Communication Networks

Experience

Grounds Keeper, Dunwoody Village – Newtown Square, PA   **May 2023 – Aug 2023**

- Maintained vegetation and roads in 83-acre property
- Operated and maintained large equipment and tools to construct customized projects for homeowners
- Independently prioritized tasks to effectively utilize time and complete all projects

Technical Skills

Languages : Javascript/Typescript, React, HTML, CSS, Node, Python, Java, C, SQL, PostgreSQL
Operating Systems : Windows, Linux, Unix
Software : Git, Github, Virtualization, Synchronization, VM, Containers, OSI model
Libraries : Next.js, Tailwind, Bootstrap, JQuery, Flask, Django

Projects

COVID-19 Dashboard – Github/Tracker   **Jun-Jul 2025**

- Developed a web app to graph historic COVID data. Built using Next.js, React, TypeScript, and Tailwind
- Integrated features including adding, removing and reordering state, selectable metrics with null metric checks, and a rolling 7 day average of cases

Nittany Business Database and Website   **Jan - Mar 2025**

- Lead a team that designed a normalized database and website prototype for commercial retailers
- Implemented the functionality and interface using Python's Flask, SQLite, JS and Bootstrap

Tabletop Simulator Webapp – Github/Roleplayer   **Jun-Aug 2024**

- Developed an interactive environment featuring zoom, drag, pan, multi-box-selection, hotkeys, and touchscreen support. Built with HTML, CSS, and JS
- Designed and implemented a token dragging system for movement, token selection with multi-drag, grid snapping, and movement checks
- Developed a minimizable, select integrated GUI for token's customization, creation and deletion

File Storage System GUI   **May 2024**

- Implemented a GUI for online storage system with folder navigation, search, sort, download, upload and recursive file deletion. Built using Python with Tkinter
- Designed an event based handler system, efficient file cataloger, and scalable file/folder structure

Artificial Intelligence Club   **2021 - 2023**
Project Lead   **Penn State**

- Lead a team that trained recurrent neural networks to solve puzzles and games
- Constructed facial recognition AI model with 95% Accuracy in Python utilizing PyTorch and TensorFlow