Euan House

ehouse1818@gmail.com | 484-378-6686 | linkedin/EuanHouse | github/ehouse3 | ehouse3.github.io

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	Database Management Systems
Operating Systems Programming in C	Communication Networks

Technical Skills

Languages:	TypeScript, JavaScript, Python, PostgreSQL, SQL, HTML, CSS, Java, Rust, C
Frameworks:	React, Next.js, Flask, Django
Libraries:	Tailwind, MUI, TwMerge, Bootstrap, jQuery
Tools:	Git, GitHub, Node, Virtualization, Docker, VMs, OSI Model
Operating Systems:	Windows, Linux, Unix

Projects

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

- Developed an interactive web app to visualize COVID data with dynamic line charts and rolling 7 day averages
- Engineered a modular codebase which features adding, removing, rearranging of states, and selectable metrics to graph. Built using Nextjs, React, Typescript
- Leveraged Tailwind CSS, MUI, and Papaparse for a responsive UI, data cleaning and null metric detection

Nittany Business Database and Website   **Jan - Mar 2025**
Project Lead   **Penn State**

- Led a team that developed a full-stack e-commerce platform featuring a hierarchical category system with advanced search functionality, as well as an order processing system with a shopping cart and wishlist
- Designed and Integrated an SQLite normalized database, user authentication with help desk ticket workflow, and a product review system, all built in Python's Flask Framework, JS and Jquery

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

- Designed and implemented a token dragging system for movement with integrated token selection, box-multi-drag, grid snapping, and movement checks. Built using HTML, CSS, and JS
- Engineered an interactive environment featuring user zoom, pan, token creation and customization

File Storage System GUI   **May 2024**

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

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

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

Experience

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

- Operated and maintained large equipment to construct landscaping projects for residential clients.
- Independently prioritized tasks to efficiently maintain vegetation, roadways, and property grounds.