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Dylan House

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Website thedylanhouse.com | **GitHub** github.com/housed | **LinkedIn** linkedin.com/in/housed

Education

Bachelor of Science in Computer Science 06/2017 (Expected)
University of California, San Diego – San Diego, CA

Associate of Science in Math & Science 06/2015

Associate of Arts in Social & Behavioral Studies 06/2015

GPA: 3.37 / 4.00

Norco College – Norco, CA

Leadership Experience

Content Coordinator 01/2010 – Present

ValveTime.net – Online

- Coordinate articles, videos, and other features that attract an audience of up to 300,000.
- Manage the website's social media platforms that have a combined total of over 50,000 subscribers.
- Direct a team of 5 content creators.

Personal Projects

feedr 01/2015

github.com/housed/feedr

- RSS feed bot that posts content to the Twitter platform.
- Built with **Python** using the **Tweepy** (a Twitter API wrapper) and **feedparser** libraries.

MadGab 08/2014

github.com/housed/MadGab

- Client/Server chat application with TCP sockets.
- Utilizes multithreaded approach to handle multiple client connections to the server.
- Built with **C++** while using the **Winsock** library.

Final Fantasy I Clone 02/2014

github.com/housed/Final-Fantasy-I-Clone

- A 2D video game clone based on the title *Final Fantasy I*.
- Built with **C++** while using the **SDL 2** library.

Skills

Languages

Proficient: C++, Java

Familiar with: Python, HTML/CSS, JavaScript

Software: Visual Studio, Eclipse, Android Studio, Photoshop

Operating Systems: Windows and Linux

Tools: Git