Dylan House

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thedylanhouse.com   github.com/housed   linkedin.com/id/housed

EDUCATION

B.S. Bachelor of Science, Computer Science
Applied to four-year universities for the fall 2015 semester; awaiting acceptance

A.S. Associate of Science, Math & Science
A.A. Associate of Arts, Social & Behavioral Studies
Cumulative GPA: 3.43 / 4.00
Norco College – Norco, CA   June 2015

LEADERSHIP EXPERIENCE

Content Coordinator   Jan 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   Jan 2015
github.com/housed/feedr
- Parses XML data, then formats & publishes the info on Twitter.
- Updates and maintains a SQLite database to determine if there's new content that needs to be published.
- Written with Python and utilizes the Tweepy, feedparser, and SQLite libraries.

MadGab   Aug 2014
github.com/housed/MadGab
- A client/server chat application that utilizes TCP sockets.
- Implemented a multithreaded approach to handling multiple client connections to a server.
- Built with C++ while using the Winsock library.

Final Fantasy I Clone   Feb 2014
github.com/housed/Final-Fantasy-I-Clone
- A 2D video game clone that's based on the title *Final Fantasy I*.
- Use Photoshop to create the GUI and to optimize the character sprites.
- Built with C++ and uses the SDL 2 library.

TECHNICAL

➢ *Languages*
  - *Proficient: C++, Java*
  - *Familiar:* Python, Assembly ARMv6, HTML/CSS, JavaScript, SQL
➢ *Software:* Visual Studio, Eclipse, Android Studio, Photoshop, 3ds Max, Git, Nano