

# DYLAN HOUSE

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## PROFESSIONAL SKILLS

<b>LANGUAGES</b>	Java, C++, C#, TypeScript, JavaScript, Python
<b>TOOLS AND TECHNOLOGIES</b>	AWS, Unity, Unreal Engine, Git, Perforce, Docker, NPM, CMake, Maven, NuGet, .NET, SQL, NoSQL, HTTP/2
<b>LIBRARIES AND FRAMEWORKS</b>	Node.js, .NET, Three.js, Express.js, Nest.js, Spring, AWS SDK, AWS CDK, REST, gRPC, GraphQL, CI/CD, Protobuf

## PROFESSIONAL EXPERIENCE

**Software Engineer** **Amazon** **07/2017 – 01/2023**

### Amazon Luna

- Led the modeling and provisioning of new cloud infrastructure in European regions for several services, achieving the operational goals of the engineering team.
- Owned the implementation of new product features, like Child Account Blocking and Amazon Prime Perks in Europe, fulfilling the product requirements.
- Led our integration efforts with other teams in Europe, achieving feature parity of our services across all supported regions, realizing the goals of operations and product.
- Mentored junior engineers through software design and code reviews and held regular 1-on-1 discussions.

### Alexa Notifications

- Drove the implementation of a new API for performing CRUD operations on Alexa notifications, realizing the design of the principal engineer, and fulfilling the product requirements.
- Oversaw and mentored an engineer through security review of a new service, resulting in passing certification and clearing a launch blocker.

### Alexa Games

- Established the studio's data pipeline and technical design framework for in-engine character animations, helping to achieve the creative vision of the designers and animators.
- Pioneered the studio's character runtime API and toolkit, providing the gameplay and AI engineers with a framework for managing in-engine character animations and resources.
- Led the design and development of Ticket to Ride's in-engine AI systems and accompanying preview tool, helping to achieve the creative vision of the game designer.
- Assisted in the prototype development of a client-server augmented reality (AR) system, illustrating to leadership the possibilities and the complexities with the technology.
- Founded the studio's metrics library, API, and visualization platform, providing programmers, designers, and business with a framework for emitting data and further gaining an understanding of application usage.

## EDUCATION

B.S., Computer Science

University of California, Davis

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