Dylan House

23590 Pomelo Road ｜ Corona, CA 92883 ｜ (951) 264-7622 ｜ thedylanhouse@gmail.com

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

EDUCATION

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

Associate of Science in Math & Science — June 2015
Associate of Arts in Social & Behavioral Studies — June 2015
Norco College – Norco, CA

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 posted.
- Written with **Python** and utilizes the **Tweepy** (A Twitter API wrapper), **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 handle multiple client connections to the 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*.
- Built with **C++** and uses the **SDL 2** library.

SKILLS

- *Languages*: C++, Java, Assembly ARMv6, HTML/CSS, JavaScript, SQL
- *Software*: Visual Studio, Eclipse, Android Studio, Photoshop, 3ds Max
- *Operating Systems*: Windows, Linux
- *Tools*: Git