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Dylan House

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## 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

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## 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.

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## 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.

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## Skills

### Languages

*Proficient* C++, Java, Python

*Familiar* HTML/CSS, JavaScript, SQL

**Software** Visual Studio, Eclipse, Android Studio, Photoshop, 3ds Max

**Operating Systems** Windows and Linux

**Tools** Git