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

Personal Projects

feedr   01/2015
github.com/housed/feedr
o   RSS feed bot that posts content to the Twitter platform.
o   Built with **Python** using the **Tweepy** (a Twitter API wrapper) and **feedparser** libraries.

MadGab   08/2014
github.com/housed/MadGab
o   Client/Server chat application with TCP sockets.
o   Utilizes multithreaded approach to handle multiple client connections to the server.
o   Built with **C++** while using the **Winsock** library.

Final Fantasy I Clone   02/2014
github.com/housed/Final-Fantasy-I-Clone
o   A 2D video game clone based on the title *Final Fantasy I*.
o   Built with **C++** while using the **SDL 2** library.

Skills

Languages
   Proficient   C++, Java, Python, Assembly ARMv6
   Familiar   HTML/CSS, JavaScript, SQL
Software   Visual Studio, Eclipse, Android Studio, Photoshop, 3ds Max
Operating Systems Windows and Linux
Tools   Git