

Dylan House

EDUCATION

Bachelor of Science, Computer Science

University of California, Davis

June 2017 (Expected)

3.43 GPA

PROGRAMMING LANGUAGES AND TECHNOLOGIES

(Expert) C++, Java; (Proficient) Python, JavaScript, HTML/CSS; (Familiar) R, Assembly ARMv6
(Proficient) MySQL, Swing, SDL; (Familiar) Android, SQLite, MongoDB, MeteorJS, JUnit

TECHNICAL PROJECTS

SpaceX Hyperloop Pod | C/C++, Python

Software engineer on the UC Davis team for the June 2016 SpaceX Hyperloop pod competition.

- Implementing telemetry monitoring systems using various sensors and an Arduino microcontroller.
- Building software and electrical hardware for the pod's critical subsystems, i.e. navigation.
- Responsible for presenting a technical briefing to a panel of judges.

Feedr | Python, SQLite | thedylanhouse.com/feedr

A Twitter service for keeping your followers engaged.

- Parses XML from online sources and then Tweets the relevant data, i.e. text and an image.
- Utilizes a database to ensure that the data is never published more than once.
- 17 stars on GitHub, and known to be used by 3 Twitter accounts that have a combined 35,000 followers.

Vastoverload | Java, MySQL, Swing | github.com/vastlee/vastoverload

Track your weight lifting progress from the desktop.

- Implements a graphical user interface and adheres to the model-view-controller pattern.
- Utilizes an online database to update and retrieve user information, i.e. login and exercise data.
- Performed a usability test on the release version of the software and received 90% positive feedback.

TComm | C++ | github.com/housed/tcomm

A text-based chat application for the Windows desktop.

- Utilizes TCP/IP sockets and the client-server communication model.
- Implements a multithreaded approach for enabling multiple client connections to a server.

EXTRACURRICULARS

Mock Interview Workshop Coordinator, UC Davis | September 2015 - Present

Coordinate bi-weekly workshops for computer science undergrads where they learn to think algorithmically in technical interview settings.

ACTIVITIES

Volunteer Community Moderator, Valve Corporation | 2004 - Present

Curate community-generated content for the 130-million-user Steam software distribution platform.

Content Director, ValveTime.net | 2005 - Present

Author content, manage the site's social media accounts, and direct a team of 5 other content creators.