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Dylan R. House

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thedylanhouse.com github.com/housed linkedin.com/in/housed

EDUCATION

Four-Year University

Fall 2015 – Spring 2017

- B.S. Bachelor of Science in Computer Science, June 2017 expected.
- Applied to four-year universities for the fall 2015 semester. Pending acceptance and enrollment.

Norco, CA Norco College Fall 2011 – Spring 2015

- A.S. Associate of Science in Math and Science, June 2015. Cumulative GPA: 3.4
- A.A. Associate of Arts in Social and Behavioral Studies, June 2015. Cumulative GPA: 3.4

LEADERSHIP EXPERIENCE

Content Coordinator ValveTime.net 2010 – Present

- 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.

PROJECTS

github.com/housed/feedr

Feedr

2015

- Parses XML data, then formats and publishes the info on Twitter.
- Updates and maintains an SQLite database to determine if there's new content that needs to be published
- Written in Python and uses the Tweepy, feedparser, and SQLite libraries.

github.com/housed/madgab

Madgab

2014

- A client-server chat application that applies the TCP/IP protocols.
- Implemented a multithreaded approach to handle multiple client connections to the server.
- Written in C++ and uses the Winsock library.

github.com/housed/ffi-clone

Final Fantasy I Clone

2014

- A 2D video game clone that's based on the title Final Fantasy I.
- Utilized Photoshop to create the GUI and to optimize the image sprites.
- Written in C++ and uses the SDL library.

LANGUAGES AND TECHNOLOGY

Languages

- Proficient: C++, Java
- Familiar: Python, SQL, Assembly ARMv6, HTML/CSS, JavaScript

Technology

Visual Studio, Eclipse, Android Studio, Photoshop, 3ds Max, Git, Nano