# Dylan R. House

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

## EDUCATION

**Bachelor of Science, Computer Science**                                June 2017 (Expected)

*University of California, Davis*                                                3.43 GPA

## PROJECTS

**Sole Developer, Feedr** | thedylanhouse.com/feedr

Increased productivity by creating a service that Tweet's text and images from online XML sources, e.g. RSS feeds, Atom feeds. *Python, SQLite.*

**Sole Developer, Frualt** | frualt.com

Built a website where users can find and suggest frugal alternatives to their favorite products. *JavaScript (MeteorJS), MongoDB.*

**UX and Database Developer, Vastoverload** | github.com/vastlee/vastoverload

Designed the graphical user-interface and implemented the online database for this desktop fitness software. *Java, MySQL, Swing.*

**Sole Developer, TComm** | github.com/housed/tcomm

Implemented a simple TCP/IP-based, multithreaded, server-client chat application. *C++.*

## EXTRACURRICULARS

**Interview Workshop Coordinator, UC Davis** | Fall 2015

Coordinate weekly workshops for Computer Science undergrads where they learn to think algorithmically in technical interview settings.

**Computer Science Tutor, UC Davis** | Fall 2015

Work one-on-one with undergraduate students in subjects like math, data structures, algorithms, and computer architecture.

## ACTIVITIES

**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 pages, and direct a team of 5 other content creators.

## AWARDS

**Employee of the Month, The Home Depot** | August 2011

**Division Winner, Riverside Industrial Education Expo** | 2007