

Dylan House

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thedylanhouse.com

github.com/housed

linkedin.com/id/housed

EDUCATION *Bachelor of Science in Computer Science* GPA: 3.43/4.00
University of California – San Diego, CA Expected June 2017

Associate of Science in Math & Science
Associate of Arts in Social & Behavioral Studies
Norco College – Norco, CA June 2015

LEADERSHIP *Content Coordinator* Jan 2010 – Present
EXPERIENCE **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.

PERSONAL *feedr* Jan 2015
PROJECTS **github.com/housed/feedr**

- Parses XML data, then formats & publishes the info on Twitter.
- Updates and maintains a SQLite database to determine if there's new content that needs to be posted.
- Written with Python and utilizes the Tweepy (A Twitter API wrapper), feedparser, and SQLite libraries.

MadGab Aug 2014
github.com/housed/MadGab

- A client/server chat application that utilizes TCP sockets.
- Implemented a multithreaded approach to handle multiple client connections to the server.
- Built with C++ while using the Winsock library.

Final Fantasy I Clone Feb 2014
github.com/housed/Final-Fantasy-I-Clone

- A 2D video game clone that's based on the title *Final Fantasy I*.
- Built with C++ and uses the SDL 2 library.

SKILLS

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