

Dylan R. House

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EDUCATION

B.S., Computer Science

University of California, Davis

June 2017 (Expected)

Overall GPA: 3.43/4.00

SKILLS

- **Languages:** (Proficient) C++, Java; (Familiar) Assembly ARMv6, Python, HTML & CSS
- **IDEs & Tools:** Visual Studio, Eclipse, NetBeans, Git, Photoshop, 3ds Max

PROJECTS

Fitness Application

- Created an application in **Java** that utilizes the Swing GUI and event-driven programming.
- Used **MySQL** for online persistent storage, and validation of, user information.

Twitter Bot

- Implemented an application in **Python** that retrieves new data from an online XML source, then parses, formats, and publishes the desired information onto the Twitter platform.
- Utilized **SQLite** for persistent storage of previously published information as a mechanism that ensures that duplicate messages are not posted to Twitter.

Text-Based Communications Application

- Developed a server-client console app in **C++** that utilizes TCP sockets.
- Employed a multithreaded approach to handling multiple client connections to a server.

Numerical Code-Breaking Game

- Implemented a console-based game in **Assembly ARMv6**.

ACTIVITIES

Volunteer Customer Support

Valve Software

2004 - Present

- Acquiring an extensive understanding of player communities and their impact on gameplay and development.
- Gaining valuable insight into issues facing various types of gameplay, artistic, and technical considerations.
- Improving communication skills while managing feedback from current and potential customers.

Content Director

ValveTime.net

2005 - Present

- Directing and collaborating with a diverse team of 5 content creators.
- Coordinating articles, videos, and other features that individually attract up to 350,000 views.
- Managing the website's social media platforms that have a combined total of over 60,000 subscribers.