DYLAN HOUSE | dylan@thedylanhouse.com

EXPERIENCE

Software Development Engineer   February 2018 – Present
Amazon | Alexa Games
- Implemented features for Litexa, an Alexa Skill domain specific language, runtime and toolchain.
    - ⇒ Website: http://bit.ly/2w2sbIp
- Designed and implemented the AI for the Alexa tabletop companion skill, Ticket to Ride.
    - ⇒ Blog post: http://bit.ly/32Sm8AE
- Created and open-sourced the Skills GameOn SDK, and founded the team's open-source workflows and processes.
    - ⇒ Blog post: https://amzn.to/2ksOnWB
- Implemented the answer recognition component for the Alexa game, Trivial Pursuit Tap.
    - ⇒ Alexa skill: https://amzn.to/2mt6HzC
- Designed and implemented the scoring API for an unannounced Alexa multiplayer game.

Software Development Engineer   July 2017 – February 2018
Amazon | Alexa Skills Kit
- Ported the Alexa skill, National Rail, to another programming language, and implemented its all-new screen functionality.
    - ⇒ Alexa skill: https://amzn.to/2ng1Dii
- Implemented feature updates and bug fixes, and provided operational support for several lighthouse Alexa skills, like Twitch, Uber, Fandango, AllRecipes, and more.

Software Development Engineer (Intern)   June 2016 – September 2016
Amazon | Amazon Fresh
- Updated code on the backend to improve product search results, and leveraged business metrics to influence the update's design.
- Authored preliminary & critical design reviews, and maintained all documentation until end of internship.

EDUCATION

Bachelor of Science, Computer Science   March 2017
University of California, Davis

LANGUAGES & TECHNOLOGY

Languages: TypeScript, JavaScript, Java, C/C++, Python
Back-End: Amazon Web Services (AWS), Node.js, Docker