# DYLAN HOUSE | dylan@thedylanhouse.com

### **EXPERIENCE**

# **Software Development Engineer**

February 2018 – Present

Amazon | Alexa Games

- Designed and implemented the AI for an upcoming Alexa tabletop game.
- Created and open-sourced the Skills GameOn SDK, and founded the team's open-source workflows and processes.
  - ⇒ Blog post: <a href="https://amzn.to/2ksOnWB">https://amzn.to/2ksOnWB</a>
- Implemented the answer recognition component for the Alexa game, Trivial Pursuit Tap.
  - ⇒ Alexa skill: <a href="https://amzn.to/2mt6HzC">https://amzn.to/2mt6HzC</a>
- Designed and implemented the score 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: <a href="https://amzn.to/2ng1Dii">https://amzn.to/2ng1Dii</a>
- 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