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Dylan R. House

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EDUCATION

Bachelor of Science, Computer Science

June 2017 (Expected)

University of California, Davis

3.43 GPA

PROGRAMMING LANGUAGES AND TECHNOLOGIES

(Expert) C++, Java; (Proficient) Python, JavaScript, HTML/CSS; (Familiar) R, Assembly ARMv6
(Proficient) MySQL, SQLite, MongoDB, Swing, MeteorJS, SDL; (Familiar) Android

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

Formula SAE Electric Racecar Software Engineer, UC Davis | September 2015 - Present

Responsible for implementing the battery management and telemetry/data logging systems software while working closely with engineers from other disciplines.

Mock Interview Workshop Coordinator, UC Davis | September 2015 - Present

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

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.