

# DYLAN HOUSE

[linkedin.com/in/housed](https://www.linkedin.com/in/housed)

[thedylanhouse.com](https://thedylanhouse.com)

Mobile: (951) 264-7622

[dylan@thedylanhouse.com](mailto:dylan@thedylanhouse.com)

## PROFESSIONAL SKILLS

**CODING LANGUAGES** Java, C++, C#, TypeScript

**SPECIALIZATIONS** Distributed Systems and Applications, Backend Services, Client Applications, Developer SDKs and Tools, Game Development

## PROFESSIONAL EXPERIENCE

**Software Engineer**

**Amazon**

**07/2017 – 01/2023**

### Amazon Luna

- Modeled and provisioned distributed cloud systems, ensuring scalability and availability of services, and facilitating a smooth platform expansion into new markets.
- Collaborated with external teams to successfully onboard our systems and integrate with their services in several geographic regions, achieving feature parity of the platform across all markets.
- Implemented backend service features, such as Child Account Blocking and Amazon Prime perks for new market customers, successfully meeting specific platform requirements.
- Mentored junior engineers, fostering their technical skills, problem-solving abilities, and professional growth.

### Alexa Notifications

- Implemented a cutting-edge API for efficient management of Alexa notifications, aligning with the design specifications outlined by the principal engineer and meeting the product requirements.
- Provided guidance and mentorship to an engineer during the security review of a new service, resulting in successful certification and resolving a launch blocker.

### Alexa Games

- Created a robust animation data pipeline and technical design framework for characters, effectively enabling the creative vision of designers and animators in the studio.
- Spearheaded the development of the studio's character runtime SDK, empowering gameplay and AI engineers with a comprehensive framework for efficient management of animations and other assets.
- Headed the design and development of Ticket to Ride's AI Agent and complementary design tool, instrumental in realizing the creative vision of the game designer.
- Assisted in the prototype development of a client-server augmented reality (AR) system, illustrating to leadership the possibilities and the complexities with the technology.
- Established the studio's metrics API and visualization platform, enabling engineers, designers, and business stakeholders to efficiently emit and analyze data, gaining valuable insights into application usage patterns.

## EDUCATION

B.S., Computer Science

**University of California, Davis**

*March 2017*