Dallas Coggins

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SUMMARY

Computer science student with strong experience in networking, systems programming, and backend development. Skilled in socket programming, distributed systems, and low-level optimization. Adept at writing high-performance C++ and Python code, with hands-on experience in building robust, secure networked applications.

EDUCATION

Texas A&M University — College Station, TX
B.S. in Computer Science, Minor in Cybersecurity & Game Development — *Aug 2021 – May 2025*
GPA: 3.94/4.0

EXPERIENCE

Software Developer — Nov 2023 – Present
LIVE Lab, Texas A&M University — *College Station, TX*
- Engineered peer-to-peer multiplayer systems in Unreal Engine using C++ and replication protocols.
- Integrated networked features and optimized data serialization to reduce bandwidth and latency.

Software Engineer — Jan 2024 – May 2024
TeamUp: Apps for Good — *College Station, TX*
- Built a full-stack CRM system for nonprofits; implemented secure communication and authentication layers.
- Managed deployment and backend integration using AWS Amplify and GitHub Actions.

PROJECTS

Reliable Data Transfer over UDP | *C++, Networking, Sockets* — Apr 2024
- Implemented a custom transport-layer protocol to ensure ordered, lossless delivery over UDP.
- Used sequence numbers, ACKs, and retransmission logic to handle packet loss and out-of-order delivery.

C++ Web Crawler | *C++, Networking, Multithreading* — Feb 2024
- Developed a scalable, high-performance crawler with concurrent HTTP requests.
- Designed URL queueing and deduplication systems to reduce redundancy and optimize performance.

Online Battleship | *Java, TCP Sockets* — 2024
- Created a networked two-player Battleship game using TCP sockets for real-time communication.

PlayerAnalyticsPlugin (Capstone) | *C++, Unreal Engine 5, Flask, HTTP* — Jan 2025 – May 2025
- Built a configurable plugin to collect and transmit player data from Unreal Engine to a Flask server.
- Enabled dynamic analytics via project-level settings for server IP/token and JSON-based stat reporting.

LEADERSHIP

Texas Aggie Game Developers | *Treasurer* — Aug 2022 – Jul 2024
- Led tech-focused workshops and maintained infrastructure for 100+ member organization.

TECHNICAL SKILLS

Languages: C++, Python, Java, Bash, JavaScript
Networking: TCP/UDP, WebSockets, Socket Programming, Protocol Design, Distributed Systems
Tools: Git, Docker, Wireshark, Linux, GCP, AWS, GitHub Actions
Other: Multithreading, Concurrency, Security, System Design