Dallas Coggins

512-829-8479 | dallasocoggins@gmail.com | linkedin.com/in/dallas | github.com/Dallasocoggins | dallasocoggins.itch.io

SUMMARY

Experienced software engineer with a strong background in C++ and Python. Proficient in Java and SQL, with hands-on experience in Agile methodologies. Skilled in developing educational games and interactive experiences using Unreal Engine and C++. Interested in contributing by using technical skills and innovative solutions

EDUCATION

Texas A&M University — College Station, TX

Bachelor of Science in Computer Science, Cybersecurity Minor, Game Development Minor — *August 2021 – May 2025*
GPA: 3.937/4.0

EXPERIENCE

Software Developer — November 2023 – Present
LIVE Lab — *College Station, TX*
- Created educational games and interactive experiences using Unreal Engine and C++, boosting user engagement
- Collaborated with a team of developers, enhancing project efficiency through effective communication
- Implemented Agile methodology for project management

PROJECTS

Calamity Crew | *Unreal Engine 5, C++, Multiplayer Networking* — 2024
- Developed a peer-to-peer multiplayer system, implementing replication strategies for smooth gameplay
- Designed and optimized network serialization to reduce bandwidth usage and improve latency

Who's Afraid of the Dark? | *Unity, C#* — February 2025
- Developed a video game for Chillennium in under 48 hours.
- Wrote C# scripts to implement core game mechanics.
- Designed gameplay mechanics and levels to enhance player experience.
- Won 3rd place at Chillennium 2024.
- Collaborated with a team of three, including two artists and one programmer.

Plugged In | *Unity, C#* — March 2024
- Developed a video game for Chillennium in under 48 hours
- Wrote C# scripts to implement game mechanics
- Won first place for Chillennium 2024

LEADERSHIP

Texas Aggie Game Developers | *Treasurer* — August 2022 – July 2024
* Conducted workshops to teach technical skills for game development, including C++ and C#
* Managed and led meetings to maintain member engagement and learning, increasing participation rates
* Oversaw funding and budget management, ensuring the club's sustainability and financial health

Aggie Society for Anime and Manga Art | *Meeting Officer* — December 2023 – present
* Led weekly social meetings, managing members and encouraging participation
* Coordinated events with a team, overseeing funds and designing activities, ensuring successful execution
* Implemented effective communication strategies, enhancing team collaboration and project efficiency

TECHNICAL SKILLS

Languages: Java, Python, C/C++, JavaScript, HTML/CSS, Ruby
Databases: SQL, PostgreSQL, MongoDB
Frameworks: Flask, FastAPI, Rails, JUnit, WordPress, Material-UI
Developer Tools: Git, Perforce, Plastic SCM, Docker, Google Cloud Platform, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse, Node.js
Libraries: React, OpenGL
Engines: Unity, Unreal Engine, Godot