

# Dallas Coggins

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## EDUCATION

### Texas A&M University

*Bachelor of Science in Computer Science; GPA: 3.942*

College Station, TX

Aug. 2021 – May 2025

- **Honors:** Summa Cum Laude.
- **Minors:** Cybersecurity; Game Design & Development.
- **Relevant Coursework:** Networks & Distributed Processing, Computer & Network Security, Cloud Computing, Fundamentals of Networking, Intro to Computer Systems, Computer Organization, Communication & Cryptography.

## TECHNICAL SKILLS

**Languages/Databases:** C++, Python, PHP, Java, SQL (MySQL, PostgreSQL), Ruby, C#, JavaScript, MongoDB

**Networking & Systems:** TCP/UDP, Socket Programming, WebSockets, Distributed Systems, Multithreading

**Tools & Infrastructure:** Linux, Docker, Git, GCP, AWS Amplify, Perforce, Postman, CI/CD (GitHub Actions)

## EXPERIENCE

### Software Developer

Jul. 2025 – Feb. 2026

*Paycom Software*

*Irving, TX*

- Engineered high-availability backend features for enterprise CRM systems using **PHP** and **MySQL**, focusing on database query optimization and data integrity for 1,000+ daily active users.
- Modernized legacy distributed components to improve system maintainability and handle high-concurrency internal workflows; conducted rigorous code reviews to ensure system stability.
- Collaborated with stakeholders to translate complex business logic into scalable technical specifications.

### Software Developer

Nov. 2023 – Jun. 2025

*LIVE Lab, Texas A&M University*

*College Station, TX*

- Architected **peer-to-peer networking** solutions and replication strategies using **C++** and Unreal Engine 5 for high-performance multiplayer simulations.
- Optimized **network serialization** and synchronization logic to minimize bandwidth usage and latency in real-time environments.
- Implemented authoritative server logic to maintain game state consistency and prevent packet-level desynchronization across distributed clients.
- Managed project workflows using Agile methodologies to meet strict development milestones.

## PROJECTS

### Reliable Data Transfer (RDT) over UDP | C++, Sockets, Networking

Apr. 2024

- Developed a custom transport-layer protocol on top of UDP to ensure ordered, lossless data delivery via sequence numbers and retransmission mechanisms (ACKs).
- Simulated adverse network conditions (latency/packet loss) to optimize protocol resilience and throughput.

### C++ Web Crawler | C++, Multithreading, Sockets

Feb. 2024

- Built an asynchronous crawler utilizing **multithreading** to execute parallelized HTTP requests via raw socket programming.

### PlayerAnalyticsPlugin (UE5 Capstone) | C++, Flask, MongoDB, AWS

Jan. 2025 – May 2025

- Developed a configurable Unreal Engine 5 plugin to capture player telemetry and transmit metrics to a remote server via HTTP.
- Architected a **Flask** backend to ingest JSON-formatted data and store it in a **MongoDB** database, exposed via REST GET/POST endpoints.
- Implemented configurable Unreal Project Settings for Server IP and authentication tokens to allow for modular deployment across different environments.

## AWARDS & LEADERSHIP

### 1st Place Winner | Chilennium Game Jam (48-Hour Development Competition)

Feb. 2024

### Texas A&M Game Developers

Aug. 2022 – Jul. 2024

*Treasurer*

*College Station, TX*

- Mentored members in **software development** workshops and managed organizational financial budgets.