

Dallas Coggins

512-829-8479 | dallasocoggins@gmail.com | [linkedin.com/in/dallas](https://www.linkedin.com/in/dallas) | github.com/Dallasocoggins | dallasocoggins.github.io

SUMMARY

Software engineer with expertise in C++, Python, and JavaScript. Experienced in backend development, game development, and interactive applications. Skilled in Agile methodologies, full-stack web development, and performance optimization. Passionate about creating scalable and innovative solutions.

EDUCATION

Texas A&M University

B.S. in Computer Science, Minor in Cybersecurity & Game Development

GPA: 3.94/4.0

College Station, TX

August 2021 – May 2025

EXPERIENCE

Software Developer

LIVE Lab

November 2023 – Present

College Station, TX

- Developing interactive educational experiences using C++ and Unreal Engine.
- Collaborating with engineers and designers to improve performance and user engagement.
- Implementing Agile methodologies to manage sprints and track project progress.

PROJECTS

Harvest Coffee Bar Web App | *JavaScript, React, PostgreSQL, Express.js*

Oct 2023 – Dec 2023

- Built a full-stack web application with a REST API using Express.js and PostgreSQL.
- Integrated Google OAuth authentication for secure login.
- Led Agile sprints and managed a team of four as Scrum Master.

OpenGL Raytracer | *C++, OpenGL*

Nov 2023 – Dec 2023

- Implemented a real-time raytracer with anti-aliasing, motion blur, and area lighting.
- Optimized rendering performance using acceleration structures.

Plugged In (Game) | *Unity, C#*

Mar 2024

- Developed a game in under 48 hours for Chillennium 2024, winning 1st place.
- Designed gameplay mechanics and levels, implementing physics-based interactions.

LEADERSHIP

Texas Aggie Game Developers | *Treasurer*

Aug 2022 – Jul 2024

- * Organized workshops on game development, covering C++, C#, and Unreal Engine.
- * Managed club finances, securing funding and budgeting for events.
- * Led initiatives to increase club engagement and participation.

Aggie Society for Anime and Manga Art | *Meeting Officer*

Dec 2023 – Present

- * Planned and hosted weekly meetings, fostering member engagement.
- * Coordinated large-scale events, managing funds and logistics.

TECHNICAL SKILLS

Languages: C++, Python, Java, JavaScript, HTML/CSS, Ruby

Databases: SQL (PostgreSQL, MySQL), MongoDB

Frameworks: Flask, FastAPI, Rails, JUnit, WordPress, Material-UI

Libraries: React, OpenGL

Developer Tools: Git, Docker, Perforce, Plastic SCM, Google Cloud Platform, Node.js, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse

Engines: Unity, Unreal Engine, Godot