Dallas Coggins

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Education

Texas A&M University College Station, TX
Bachelor of Science in Computer Science; GPA: 3.942 *Aug. 2021 – May 2025*

- **Honors:** Summa Cum Laude
- **Minors:** Cybersecurity, Game Design & Development.
- **Relevant Coursework:** Data Structures & Algorithms, Software Engineering, Networks & Distributed Processing, Computer Systems, Cloud Computing

Technical Skills

Languages: C++, Python, PHP, JavaScript (ES6+), Java, SQL (PostgreSQL, MySQL), Ruby, C#, HTML/CSS
Frameworks: React, Node.js, Express.js, Flask, Ruby on Rails, Unreal Engine 5, Unity, Material-UI
Infrastructure & Tools: Git, Docker, Linux (Ubuntu/Debian), GCP, AWS Amplify, Perforce, Plastic SCM, Postman, CI/CD
Methodologies: Agile/Scrum, RESTful API Design, Object-Oriented Programming (OOP), Test-Driven Development

Experience

Software Developer Jul. 2025 – Feb. 2026
Paycom Software *Irving, TX*

- Engineered scalable full-stack features for enterprise **CRM** systems using **PHP, React, and MySQL**, directly supporting business-critical workflows for over 1,000 daily active users.
- Modernized legacy distributed components to improve architectural maintainability; performed rigorous **code reviews** and testing to ensure high system availability and zero-downtime deployments.
- Architected a territory management module that optimized geographic data organization, reducing manual data entry for internal teams by automating complex business logic transitions.
- Collaborated in a high-velocity **Agile** environment, participating in sprint planning and stakeholder requirement gathering to translate business needs into technical specifications.

Software Developer Nov. 2023 – Jun. 2025
LIVE Lab, Texas A&M University *College Station, TX*

- Developed high-performance multiplayer frameworks in **Unreal Engine 5** and **C++**, focusing on **peer-to-peer (P2P)** synchronization and network replication for large-scale simulations.
- Optimized low-level system performance through **asynchronous asset loading** and memory management, ensuring stable 60+ FPS performance across distributed client environments.
- Implemented authoritative game state logic to mitigate latency issues and maintain data consistency across high-latency networked connections; utilized **Plastic SCM** for robust version control.

Projects

Ally Suite CRM Module | *Ruby on Rails, React, PostgreSQL, GitHub Actions* Jan. 2024 – May 2024

- Developed a modular toolkit for a non-profit client to manage donor engagement; implemented secure **OAuth** authentication and designed a **RESTful API** for seamless integration with external suite modules.
- Established **CI/CD** pipelines using GitHub Actions to automate testing suites, ensuring 90%+ code coverage.

PlayerAnalyticsPlugin | *C++, Flask, React, MongoDB, AWS* Jan. 2025 – May 2025

- Architected an end-to-end data pipeline to capture UE5 telemetry via a custom **C++ plugin**, transmitting real-time JSON metrics to a **Flask** backend for ingestion into a **MongoDB** cluster.
- Built a React-based monitoring dashboard to visualize gameplay patterns and identify system bottlenecks.

Reliable Data Transfer (RDT) Protocol | *C++, Sockets, Multithreading* Apr. 2024

- Developed a custom transport-layer protocol on top of UDP in **C++**, implementing retransmission logic (ACKs) and sequence numbering to ensure 100% data integrity over lossy simulated networks.

Awards & Leadership

1st Place Winner | Chillennium Game Jam (48-Hour Development Competition) Feb. 2024

Texas A&M Game Developers Aug. 2022 – Jul. 2024
Treasurer *College Station, TX*

- Mentored members through technical workshops on software architecture and managed organizational budgets