

# Dallas Coggins

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## SUMMARY

Game developer and software engineer with strong experience in C++, Unreal Engine, and multiplayer systems. Skilled in game mechanics design, real-time networking, and performance optimization. Passionate about building engaging interactive experiences through collaboration and innovation.

## EDUCATION

<b>Texas A&amp;M University</b> <i>B.S. in Computer Science, Minor in Cybersecurity &amp; Game Development</i> GPA: 3.94/4.0	College Station, TX Aug 2021 – May 2025
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## EXPERIENCE

<b>Software Developer</b> <i>LIVE Lab, Texas A&amp;M University</i> <ul style="list-style-type: none"><li>Developed interactive gameplay systems and optimized performance in Unreal Engine 5 using C++.</li><li>Built peer-to-peer multiplayer systems and network replication strategies.</li></ul>	Nov 2023 – Present College Station, TX
<b>Software Engineer</b> <i>TeamUp: Apps for Good</i> <ul style="list-style-type: none"><li>Led development of a CRM module in a full-stack app using Rails and React, following Agile practices.</li><li>Implemented backend features, integrated user authentication, and managed deployment with AWS.</li></ul>	Jan 2024 – May 2024 College Station, TX

## PROJECTS

<b>PlayerAnalyticsPlugin (Capstone)</b>   <i>C++, Unreal Engine 5, Flask</i> <ul style="list-style-type: none"><li>Created a UE5 plugin that sends gameplay data to a Flask server for real-time analytics.</li><li>Exposed project settings for easy configuration of server IP and auth token.</li></ul>	Jan 2025 – May 2025
<b>Calamity Crew (LIVE Lab)</b>   <i>Unreal Engine 5, C++, Multiplayer</i> <ul style="list-style-type: none"><li>Built multiplayer networking layer for a cooperative game using custom replication strategies.</li><li>Optimized bandwidth usage and ensured consistent state sync across clients.</li></ul>	2024
<b>Plugged In (Chillennium Winner)</b>   <i>Unity, C#</i> <ul style="list-style-type: none"><li>Won 1st place at Chillennium 2024 with a grappling hook-based 2D platformer.</li><li>Designed mechanics, programmed player movement, and collaborated on level design.</li></ul>	Feb 2024
<b>Who's Afraid of the Dark?</b>   <i>Unity, C#</i> <ul style="list-style-type: none"><li>3rd place Chillennium game about light-based stealth and pursuit mechanics.</li><li>Led design and level development; implemented core mechanics in Unity.</li></ul>	Feb 2025

## LEADERSHIP

<b>Texas Aggie Game Developers</b>   <i>Treasurer</i> <ul style="list-style-type: none"><li>Conducted game dev workshops and managed finances for a student organization of 100+ members.</li></ul>	Aug 2022 – Jul 2024
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## TECHNICAL SKILLS

**Languages:** C++, C#, Python, JavaScript, HTML/CSS  
**Engines:** Unreal Engine 5, Unity, Godot  
**Tools:** Git, Perforce, Plastic SCM, VS Code, Visual Studio, GitHub Actions  
**Other:** Multiplayer Networking, Game Design, Performance Optimization, Plugin Development