DALLAS COGGINS

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EDUCATION

Texas A&M University - College Station **August 2021 - May 2025**
Bachelor's, Computer Science *GPA: 3.94*
- Minors - Game Design and Development, Cybersecurity

PROFESSIONAL EXPERIENCE

LIVE Lab **College Station, TX, USA**
Software Developer *November 2023 - Present*
- Improved data architecture for educational gaming experiences by designing and implementing robust systems using Unreal Engine 5 and C++.
- Built and optimized multiplayer systems using custom replication and serialization strategies.
- Improved project efficiency by enhancing asset management practices within a cross-functional Agile team, utilizing version control systems to manage project assets effectively.

PROJECTS & OUTSIDE EXPERIENCE

Ally Suite CRM Module *January 2024 - May 2024*
- Developed CRM capabilities for donor and volunteer tracking within a larger nonprofit suite.
- Used Ruby on Rails for backend logic, React for frontend UI, and GitHub Actions for CI/CD.
- Emphasized modular design, secure login, and user-focused features.

Unreal Engine Player Analytics Plugin *February 2025 - May 2025*
- Enhanced real-time insights into player behavior by designing the plugin for modularity, utilizing C++ and Python to ensure seamless integration and data transmission to the database for analytics
- Implemented a Flask server with GET, POST, and OPTIONS endpoints and utilizing NoSQL MongoDB queries to hand the data collection.
- Developed a frontend with React, hosted on AWS Amplify, which displayed data analytics information based on data collected from the users.

OpenGL Raytracer *November 2023 - December 2023*
- Enhanced rendering quality and realism by engineering a custom raytracer in C++ and OpenGL, featuring physically accurate lighting, anti-aliasing, motion blur, and area lighting.

Plugged In **College Station, TX, USA**
February 2024 - February 2024
- Achieved 1st place at Chillennium 2024 among dozens of competing teams by developing a fast-paced 2D platformer featuring dynamic level design and grappling hook traversal mechanics using Unity and C#
- Enhanced gameplay experience by co-leading the design and programming of core mechanics and gameplay flow, implementing effective battery management features to ensure player engagement and challenge.
- Demonstrated expertise in game development practices and collaborative teamwork by leading a team in the development of a 2D platformer in less than 48 hours

Calamity Crew **College Station, TX, USA**
- Enhanced gaming experience by implementing peer-to-peer networking with replication and game state authority in a multiplayer cooperative rescue game using Unreal Engine 5.
- Improved data architecture understanding by collaborating on designing robust data structures for game state management in a multiplayer environment.
- Enhanced troubleshooting skills by resolving connectivity and performance issues during the development of a multiplayer cooperative rescue game.

SKILLS

Languages: Java, Python, C/C++, Javascript, HTML/CSS, Ruby
Databases: SQL, Postgres, MySQL, MongoDB, NoSQL
Engines: Unity, Unreal Engine, Godot
Networking: TCP, UDP, Sockets, Distributed Systems, Network Protocols
Frameworks/Libraries: Ruby on Rails, Flask, OpenGL, FastAPI, Express.js, React.js