

# 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:** Software Engineering, Programming Studio, Cloud Computing, Programming Languages, Networks & Distributed Processing, Data Structures & Algorithms, Computer Human Interaction.

## TECHNICAL SKILLS

**Languages:** PHP, JavaScript, SQL (MySQL, PostgreSQL), C++, C, Python, Ruby, HTML/CSS, Java

**Frameworks/Libraries:** React, Express.js, Node.js, Ruby on Rails, Flask, Unreal Engine, Unity, Material-UI

**Tools & Databases:** Git, Docker, MongoDB, GCP, AWS Amplify, Perforce, Postman, Linux, VS Code

**Specializations:** Full-Stack Development, Distributed Systems, REST APIs, Agile Methodologies, CI/CD

## EXPERIENCE

### Software Developer

Jul. 2025 – Feb. 2026

Paycom Software

Irving, TX

- Engineered enterprise-scale web features using **PHP, React, and MySQL**, supporting business-critical CRM systems with over a thousand daily active users.
- Modernized legacy codebases to improve maintainability and scalability for internal **CRM** tools.
- Architected a full-stack territory management system for the internal CRM, streamlining geographic data organization and improving workflow efficiency for internal teams.
- Collaborated across teams to deliver production-ready features in a fast paced **Agile** environment.
- Engaged with stakeholders in requirement gathering sessions to translate complex business logic into technical specifications, reducing project scope creep.
- Performed rigorous code reviews and practiced continuous integration to maintain high system stability.

### Software Developer

Nov. 2023 – Jun. 2025

LIVE Lab, Texas A&M University

College Station, TX

- Developed high-performance multiplayer systems and interactive experiences using **Unreal Engine 5** and **C++**.
- Optimized asset management and game logic to ensure smooth performance in large-scale simulation projects.
- Implemented robust **peer-to-peer networking** and replication strategies for real-time synchronization.
- Collaborated in an Agile workflow with designers and artists to meet strict development milestones.

## PROJECTS

### Ally Suite CRM Module | Ruby on Rails, React, PostgreSQL, GitHub Actions

Jan. 2024 – May 2024

- Collaborated with a real-world non-profit client to build a donor management toolkit with secure authentication.
- Engineered a modular **RESTful API** and implemented **CI/CD** pipelines for automated testing and deployment.

### PlayerAnalyticsPlugin | C++, Flask, React, MongoDB, AWS Amplify

Jan. 2025 – May 2025

- Architected a full-stack data pipeline capturing UE5 telemetry data and transmitting it via HTTP to a **Flask** backend.
- Designed a web dashboard in React to visualize gameplay analytics stored in a **MongoDB** database.

### Harvest Coffee Bar Web App | React.js, Express.js, Node.js, Google OAuth

Oct. 2023 – Dec. 2023

- Built a full-stack application with a secure **OAuth 2.0** authentication flow and responsive UI.
- Managed project timelines and sprint cycles as the team **Scrum Master**.

## AWARDS & LEADERSHIP

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

Feb. 2024

### 3rd Place Winner | Chillennium Game Jam (Out of 50+ Team Submissions)

Feb. 2025

### Texas A&M Game Developers

Aug. 2022 – Jul. 2024

Treasurer

College Station, TX

- Conducted technical workshops to mentor members in software development and managed organization budgets.