

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:** Game Design & Development, Cybersecurity.
- **Relevant Coursework:** Computer Graphics (OpenGL), Game Development, Virtual Reality, Data Structures & Algorithms, Networks & Distributed Processing, Computer Systems.

TECHNICAL SKILLS

Engines: Unreal Engine 5 (C++, Blueprints), Unity (C#), Godot

Programming: C++, C#, GLSL/OpenGL, Python, Java, SQL, PHP, JavaScript

Specializations: Gameplay Programming, Multiplayer Networking (P2P/Client-Server), Physics Integration, Shader Programming, AI/Behavior Trees, Software Architecture

Tools: Perforce (P4V), Plastic SCM, Git, Docker, Linux, VS Code, Visual Studio, GCP, AWS Amplify

EXPERIENCE

Software Developer

LIVE Lab, Texas A&M University

Nov. 2023 – Jun. 2025

College Station, TX

- Engineered the **C++** networking architecture for **Calamity Crew**, a cooperative multiplayer project in **Unreal Engine 5**; developed robust **peer-to-peer (P2P)** replication strategies for real-time synchronization.
- Implemented authoritative game logic to maintain world-state consistency and optimized **network serialization** to minimize bandwidth usage and latency during complex gameplay scenarios.
- Optimized asset management and performance via **asynchronous loading** and memory management, maintaining target frame rates in simulation-heavy environments.
- Collaborated in an **Agile** workflow with designers and artists, utilizing **Plastic SCM** for asset versioning and code management.

Software Developer

Paycom Software

Jul. 2025 – Feb. 2026

Irving, TX

- Engineered enterprise software features using **PHP, React, and MySQL**; modernized legacy codebases to improve performance and architectural maintainability for 1,000+ daily active users.
- Collaborated with stakeholders to translate business logic into technical specifications and performed rigorous code reviews to ensure system stability.

PROJECTS

Plugged In | *Unity, C#, Physics Programming*

Feb. 2024

- **1st Place Winner** (Chillennium Game Jam); Developed a platformer featuring a custom grappling hook mechanic utilizing **Raycasts** and velocity-based physics logic in C#.
- Architected a Finite State Machine (FSM) to manage character abilities and energy-management gameplay loops.

Above Us, Only Sky | *Unity, C#, Lead Programmer*

Jan. 2025 – Apr. 2025

- Led technical development for a narrative-driven tower defense title; implemented unit pathfinding, interactive tower stats, and a combat/support role-switching system.

PlayerAnalyticsPlugin | *Unreal Engine 5, C++, REST API*

Jan. 2025 – May 2025

- Architected a C++ UE5 plugin to capture real-time telemetry, transmitting data to a **Flask/MongoDB** backend via asynchronous HTTP requests with configurable authentication settings.

OpenGL Raytracer | *C++, Graphics Programming*

Nov. 2023 – Dec. 2023

- Programmed a Raytracer from scratch simulating **Phong reflection**, soft shadows, and anti-aliasing.

AWARDS & LEADERSHIP

Texas Aggie Game Developers (TAGD)

Treasurer

Aug. 2022 – Jul. 2024

College Station, TX

- Led technical workshops on **C++ game architecture** and UE5; managed organizational budgets.

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

Feb. 2025