

# DALLAS COGGINS

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## PROFESSIONAL SUMMARY

Enthusiastic software developer with nearly 2 years of hands-on experience in creating engaging educational tools and full-stack applications. Proficient in C++, Unreal Engine, and Ruby on Rails, I've successfully built multiplayer systems and enhanced CRM solutions, focusing on user experience and performance optimization. My project Plugged In, a fast-paced 2D platformer, won 1st place at Chillennium 2024, showcasing my ability to lead design and development in competitive environments.

## EDUCATION

### Texas A&M University - College Station

Bachelor's, Computer Science

- Minor - Cybersecurity, Game Design and Development

August 2021 - May 2025

GPA: 3.94

## PROFESSIONAL EXPERIENCE

### LIVE Lab

Software Developer

College Station, TX, USA

November 2023 - Present

- Improved data architecture for educational gaming experiences by designing and implementing robust systems using Unreal Engine 5 and C++.
- Streamlined integration of cloud infrastructure in cross-functional Agile team initiatives by facilitating the use of web services and infrastructure as code concepts.
- 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

### Software Engineer

TeamUp: Apps for Good

College Station, TX, USA

January 2024 - May 2024

- Enhanced client relationship management by building and deploying a full-stack CRM application for nonprofit clients using Ruby on Rails and PostgreSQL, integrating secure authentication and donation tracking, while managing CI/CD workflows via GitHub Actions.
- Enhanced application security by integrating secure authentication mechanisms into the CRM application, ensuring data protection and compliance.

### 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 MongoDB for the data collection.
- Developed a frontend with React, hosted on AWS Amplify, which displayed data analytics information based on data collected from the users.

### 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.

### Harvest Coffee Bar

October 2023 - December 2023

- Enhanced authentication security by integrating Google OAuth for secure user authentication in a full-stack web app for Harvest Coffee Bar.
- Developed a scalable full-stack application by building a web app with React frontend and Express.js backend for Harvest Coffee Bar, enhancing user engagement and operational efficiency.
- Improved system architecture by implementing cloud infrastructure and web services in a full-stack development project, aligning with infrastructure as code concepts.

## SKILLS

**Language:** HTML/CSS, Java, Python, C/C++, C#, JavaScript, Ruby, Bash

**Frameworks/Libraries:** Ruby on Rails, Flask, OpenGL, FastAPI, Express.js, React.js

**Databases:** SQL, Postgres, MySQL, MongoDB, NoSQL

**Tools:** Git, AWS, Google Cloud Platform, Amplify, S3, EC2, Docker, Linux/Unix, Node.js, Excel