

Dallas Coggins

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SUMMARY

Experienced software engineer with a strong background in C++ and Python. Proficient in Java and SQL, with hands-on experience in Agile methodologies. Skilled in developing educational games and interactive experiences using Unreal Engine and C++. Interested in contributing by using technical skills and innovative solutions

EDUCATION

Texas A&M University

College Station, TX

Bachelor of Science in Computer Science, Cybersecurity Minor, Game Development Minor August 2021 – May 2025

GPA: 3.937/4.0

EXPERIENCE

Software Developer

November 2023 – Present

LIVE Lab

College Station, TX

- Created educational games and interactive experiences using Unreal Engine and C++, boosting user engagement
- Collaborated with a team of developers, enhancing project efficiency through effective communication
- Implemented Agile methodology for project management

PROJECTS

Calamity Crew | *Unreal Engine 5, C++, Multiplayer Networking*

2024

- Developed a peer-to-peer multiplayer system, implementing replication strategies for smooth gameplay
- Designed and optimized network serialization to reduce bandwidth usage and improve latency

Who's Afraid of the Dark? | *Unity, C#*

February 2025

- Developed a video game for Chillennium in under 48 hours.
- Wrote C# scripts to implement core game mechanics.
- Designed gameplay mechanics and levels to enhance player experience.
- Won 3rd place at Chillennium 2024.
- Collaborated with a team of three, including two artists and one programmer.

Plugged In | *Unity, C#*

March 2024

- Developed a video game for Chillennium in under 48 hours
- Wrote C# scripts to implement game mechanics
- Won first place for Chillennium 2024

LEADERSHIP

Texas Aggie Game Developers | *Treasurer*

August 2022 – July 2024

- * Conducted workshops to teach technical skills for game development, including C++ and C#
- * Managed and led meetings to maintain member engagement and learning, increasing participation rates
- * Oversaw funding and budget management, ensuring the club's sustainability and financial health

Aggie Society for Anime and Manga Art | *Meeting Officer*

December 2023 – present

- * Led weekly social meetings, managing members and encouraging participation
- * Coordinated events with a team, overseeing funds and designing activities, ensuring successful execution
- * Implemented effective communication strategies, enhancing team collaboration and project efficiency

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL (Postgres), JavaScript, HTML/CSS, C, Ruby#

Frameworks: React, Node.js, Flask, JUnit, WordPress, Material-UI, FastAPI, Rails

Developer Tools: Git, Perforce, Plastic SCM, Docker, Google Cloud Platform, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse

Libraries: OpenGL

Engines: Unity, Unreal Engine, Godot