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

Harvest Coffee Bar Web App | *Javascript, React, PostgreSQL, Express.js*   October 2023 – December 2023
- Developed a full-stack web application using with Express serving a REST API with React for frontend
- Implemented Google OAuth to authenticate user login
- Served as the Scrum Master for a team of 4 people

OpenGL Raytracer | *Opengl, C++*   November 2023 – December 2023
- Wrote a raytracer from scratch using OpenGL and C++
- Implemented anti-aliasing, motion blur, and area lights

Plugged In | *Unity, C#*   March 2024 – March 2024
- Developed a video game for Chillennium in under 48 hours
- Wrote C# scripts to implement game mechanics
- Designed game play and levels
- Won first place for Chillennium 2024
- Collaborated with a team of 3 others, 2 artists and 1 programmer

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