

# Dallas Coggins

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## SUMMARY

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Software engineer with expertise in C++, Python, and JavaScript. Experienced in backend development, game development, and interactive applications. Skilled in Agile methodologies, full-stack web development, and performance optimization. Passionate about creating scalable and innovative solutions.

## EDUCATION

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### Texas A&M University

*B.S. in Computer Science, Minor in Cybersecurity & Game Development*

GPA: 3.94/4.0

College Station, TX

*August 2021 – May 2025*

## EXPERIENCE

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### Software Developer

*LIVE Lab*

November 2023 – Present

*College Station, TX*

- Developing interactive educational experiences using C++ and Unreal Engine.
- Collaborating with engineers and designers to improve performance and user engagement.
- Implementing Agile methodologies to manage sprints and track project progress.

## PROJECTS

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### Harvest Coffee Bar Web App | *JavaScript, React, PostgreSQL, Express.js*

Oct 2023 – Dec 2023

- Built a full-stack web application with a REST API using Express.js and PostgreSQL.
- Integrated Google OAuth authentication for secure login.
- Led Agile sprints and managed a team of four as Scrum Master.

### OpenGL Raytracer | *C++, OpenGL*

Nov 2023 – Dec 2023

- Implemented a real-time raytracer with anti-aliasing, motion blur, and area lighting.
- Optimized rendering performance using acceleration structures.

### C++ Web Crawler | *C++, Networking, Multithreading*

2024

- Developed a high-performance web crawler that processes URLs from an input file and fetches content asynchronously
- Implemented parallelized HTTP requests using multithreading for efficient page retrieval
- Designed a URL queuing and de-duplication system to avoid redundant processing

## LEADERSHIP

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### Texas Aggie Game Developers | *Treasurer*

Aug 2022 – Jul 2024

- \* Organized workshops on game development, covering C++, C#, and Unreal Engine.
- \* Managed club finances, securing funding and budgeting for events.
- \* Led initiatives to increase club engagement and participation.

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

Dec 2023 – Present

- \* Planned and hosted weekly meetings, fostering member engagement.
- \* Coordinated large-scale events, managing funds and logistics.

## TECHNICAL SKILLS

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**Languages:** C++, Python, Java, JavaScript, HTML/CSS, Ruby

**Databases:** SQL (PostgreSQL, MySQL), MongoDB

**Frameworks:** Flask, FastAPI, Rails, JUnit, WordPress, Material-UI

**Libraries:** React, OpenGL

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

**Engines:** Unity, Unreal Engine, Godot