

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

Reliable Data Transfer over UDP

April 2024 - April 2024

- Achieved reliable data transmission over unreliable networks by designing and implementing a custom protocol on top of UDP in C++, incorporating principles of data architecture.
- Enhanced protocol robustness by conducting thorough testing under simulated real-world network conditions such as packet loss and delay, improving data architecture understanding.
- Improved troubleshooting skills by analyzing and resolving issues related to packet loss and retransmission, contributing to business intelligence insights.

C++ Web Crawler

College Station, TX, USA

February 2023 - February 2023

- Developed a high-performance web crawler to efficiently gather data from multiple sources, created using C++ with multithreading and asynchronous HTTP requests.
- Reduced redundant data collection by implementing a deduplication system, focusing on memory efficiency and effective response handling, which enhanced overall crawler performance.
- Enhanced data processing capabilities by optimizing resource management, utilizing C++ to manage memory usage effectively during web crawling.

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.

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

Networking: TCP, UDP, Sockets, Distributed Systems, Network Protocols