

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

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

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

OpenGL Raytracer

November 2023 - December 2023

- Enhanced rendering quality and realism by engineering a custom raytracer in C++ and OpenGL, featuring physically accurate lighting, anti-aliasing, motion blur, and area lighting.

Plugged In

College Station, TX, USA

February 2024 - February 2024

- Achieved 1st place at Chillennium 2024 among dozens of competing teams by developing a fast-paced 2D platformer featuring dynamic level design and grappling hook traversal mechanics using Unity and C#.
- Enhanced gameplay experience by co-leading the design and programming of core mechanics and gameplay flow, implementing effective battery management features to ensure player engagement and challenge.
- Demonstrated expertise in game development practices and collaborative teamwork by leading a team in the development of a 2D platformer in less than 48 hours

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