

# Dallas Coggins

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## SUMMARY

Software engineer with expertise in C++, Python, JavaScript, and Ruby. Experienced in backend and full-stack web development, Agile practices, and scalable system design. Passionate about building clean, efficient, and impactful software solutions.

## EDUCATION

### Texas A&M University

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

GPA: 3.94/4.0

College Station, TX

Aug 2021 – May 2025

## EXPERIENCE

### Software Developer

*LIVE Lab, Texas A&M University*

Nov 2023 – Present

College Station, TX

- Built interactive applications using C++ and Unreal Engine in an Agile environment.
- Developed multiplayer networking features and optimized performance for large-scale projects.

### Software Engineer

*TeamUp: Apps for Good*

Jan 2024 – May 2024

College Station, TX

- Built and deployed a CRM web application for nonprofits using Ruby on Rails, PostgreSQL, and React.
- Led frontend-backend integration and CI/CD workflows using GitHub Actions.
- Collaborated in Agile sprints, rotating across developer, analyst, and tester roles.

## PROJECTS

### Ally Suite CRM Module | *Ruby on Rails, React, PostgreSQL*

Jan 2024 – May 2024

- Developed customer management and communication tracking features in a nonprofit CRM tool.
- Implemented secure authentication, modular design, and automated testing pipelines.

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

Oct 2023 – Dec 2023

- Built a full-stack web app with a REST API, handling user auth and dynamic content.
- Served as Scrum Master in a 4-person Agile team.

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

Nov 2023 – Dec 2023

- Built a custom raytracer supporting motion blur, anti-aliasing, and area lights.

## LEADERSHIP

### Texas Aggie Game Developers | *Treasurer*

Aug 2022 – Jul 2024

- Conducted workshops on game dev and managed budgeting for a 100+ member org.

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

Dec 2023 – Present

- Led weekly events and managed logistics for club programming.

## TECHNICAL SKILLS

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

**Frameworks:** Rails, Flask, FastAPI, Express.js

**Libraries:** React, OpenGL

**Tools:** Git, Docker, GCP, AWS Amplify, VS Code, GitHub Actions

**Databases:** PostgreSQL, MySQL, MongoDB

**Other:** Agile, CI/CD, Full-Stack Development, Networking