Jon Cohen | jon@joncohen.dev

Software Engineer, Creative Technologist

Please contact for a full list of technologies and stacks I'm familiar with

Goal	Translate my technical skills and experience to work on the climate crisis while learning more about the natural world.	
l Am	An <b>impact-focused software engineer</b> looking to make a positive environmental impact with his work	
	A <b>creative thinker</b> who enjoys learning new skills to solve problems	
	A <b>strong leader</b> who enjoys setting up others for success	
	An experienced <b>public speaker</b> and technology advocate	
Work  Human Centered	Outline - Anti-Censorship VPN (Google) Software Engineer Implemented an anonymity-preserving metrics collection system on AWS Implemented features and bugfixes for Electron and Cordova apps Maintained a cross-cloud server implementation on AWS, GCP, and DigitalOcean Wrote community help articles	April 2019 - September 2021
Technology	- Interfaced with users on Github and Reddit	April-June
C++ Development	Google Docs A11y - Making Docs Usable By All Software Engineering Resident  - Wrote a language picker for the voice typing tool - Debugged and helped launch voice commands tool  Abseil - Open Source C++ Libraries Founding Member, Software Engineer  - Open-sourced Google's most-used C++ code - Wrote a library to test exception-safety of C++ templates - Designed, built, and maintained CMake build system parallel to the main Bazel build system  - Wrote code examples for quickstarts Consolidated multiple array view types into abs1::Span, representing tens of thousands of usages across Google - Ran large-scale (~10^6-10^9) edits) refactorings across the entire Google codebase - Contributed bugfixes and worked on proposed edits to the C++ standard  C++ Library Team - Maintaining Google's C++ Software Engineering Resident - Wrote and maintained a test suite for different filesystems to make	June 2016 - April 2019  January - June 2016
	sure they're all compatible with each other - Wrote a generic globber which works on all filesystems	September 2021 - January 2022

Creative Technology	<ul> <li>House of X</li> <li>Lead Software Engineer</li> <li>Interfaced with artists, designers, marketing, owners, and technical staff</li> <li>Turned static designs into a fast and engaging parallax site</li> <li>Seamlessly combined a Squarespace site for rapid WYSIWYG design for graphic designers with a static Gatsby and Headless Wordpress site for longer lived content.</li> <li>Integrated third party ticketing APIs</li> </ul>	June 2021- September 2022
Math Research	LED Art Lead Engineer, Creative Director - Built a custom synchronized and networked LED croquet set - Led a croquet-related camp, culture, and mythology to create cohesiveness and forge new friendships between campers - Managed delegation of tasks and infrastructure  Undergraduate Research (Duquesne University) Research Assistant	2012 - 2014
	<ul> <li>Co-authored a paper published in the Journal of Mathematical Imaging and Vision</li> <li>Improved algorithm runtime from hours to seconds (see Section 6)</li> <li>Built reference implementation of algorithm in Matlab</li> <li>Presented findings and functional analysis theory at conferences</li> </ul>	2018
Public Speaking	CppCon Largest international yearly conference for C++ developers - How To Test for Exception Safety - Google's C++ Tips of the Week - Codebase Maintenance  MathFest Annual math conference run by the Mathematical Association of America - Presented "Pointwise Besov Space Denoising of Images"	2017 2013
Education	- Outstanding Presentation Award for research presentation  Duquesne University  B.S. Mathematics   B.M. Music Technology  - Won Departmental Excellence Award in Mathematics	September 2008 - April 2014