# Ari Cohn

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### Education

#### **Carnegie Mellon University**

**Expected May 2021** 

B.S. in Computer Science, Minor in Economics

4.0 GPA

# Experience

Facebook | Software Development Intern (Menlo Park, CA - Remote)

May - Aug 2020

- o Completed two full-stack projects implementing Alt Text and Product Tagging for Instagram in FB's Creator Studio.
- o Contributed to my team's Quality Week, closing over 20 tasks to improve code quality.
- Worked in React, Hack (PHP), Thrift (RPC Framework), and Django.

#### **Zillow Group** | *Software Development Intern (Seattle, WA)*

May - Aug 2019

- o Implemented a redesign of the Zillow Android app's onboarding pages and changed font for the whole app.
- Fixed bugs across the Android app and contributed to implementing dark mode on iOS.
- o Won first place in a Zillow-wide CTF (cybersecurity contest) during hack week.

### Carnegie Mellon University | Teaching Assistant (Pittsburgh, PA)

Aug 2018 - May 2019, Jan 2020 - Present

- TA for Computer Security (15-330), Imperative Programming (15-122), Software Engineering (17-214).
- Lead labs and recitations and provided office hours while assisting with grading and course infrastructure.

# Projects

#### Virtual Fence (solo project)

Mar 2020

- Website where people can "paint" an online version of CMU's Fence, keeping up a 70-year school tradition.
- Many people can draw on the Fence simultaneously or watch in real time as others paint.
- o Featured on CMU's official social media and used by over 7,000 people in its first week.

#### Egenda (team of 2)

Jul 2016 - Aug 2016

- Designed and developed mobile app for managing homework.
- Reached Top 50 education app in US App Store with almost 1 million downloads on iOS and Android combined.
- o Featured on KLIF News, Plano Star Courier, and Texas Jewish Post.

#### **AEPi Carnival Booth Game**

Mar-Apr 2019

- Led development of a cooperative game where players solve puzzles appearing on screens using physical blocks.
- o Organized meetings and team communication, delegated work, and oversaw the overall game development.
- contributed to game design, prototyping and playtesting, writing software, building and assembling the game.

# Organizations

#### **ScottyLabs**

Fall 2017 - Spring 2019

o Gave an original tech talk about front-end JavaScript for 3 workshops.

#### **Alpha Epsilon Pi Fraternity**

Fall 2017 - Present

- Serving as Vice President.
- Selected as Brother of the Year for the 2018-2019 academic year.

### **Awards**

### Skills

Algorithms with a Purpose – 3 <sup>rd</sup> Place	Feb 2018
UIL Computer Science – 3 <sup>rd</sup> Place in Texas	Apr 2017
PicoCTF – 8 <sup>th</sup> Place out of 11,000	Apr 2017
HP Codewars – 2 <sup>nd</sup> Place	Mar 2017

**Languages:** Java, JavaScript, HTML/CSS, Swift, C#, SML, C **Technologies:** Git, LaTeX, SQL, Unix, Photoshop, MS Office