

Jaclyn Cohen

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EDUCATION

Brown University

Bachelor of Science in Computer Science, Bachelor of Arts in Visual Arts

Providence, RI

Aug. 2022 – May 2026

Relevant coursework: Software Engineering, UI/UX, Computer Graphics, Computer Vision, Hypertext/Hypermedia Systems, Computer Systems, Data Structures & Algorithms, Object-Oriented Programming

Awards: Winner of the **Major League Hacking Award** for best **DEI Hack** at the **Brown 2024 Hackathon** for project **Bathrooms@Brown**

EXPERIENCE

Software Engineering II Intern

June 2025 – August 2025

Walmart Global Technology – Philanthropy Tech, Enterprise Business Services

Bentonville, AR

- Developed and deployed backend APIs to persist **OCR AI** classification data and reviewer verification details into a **NoSQL MongoDB** database for the Associates in Critical Need Trust (ACNT) application
- Integrated OCR and reviewer metadata with the frontend using **React, TypeScript, and Walmart Living Design UI** enabling dynamic UI accordions to visualize field-level OCR validation results
- Implemented unit and end-to-end testing with **Jest** and **Springboot** and version control through Github feature branches

Frontend Engineering Intern

May 2024 – August 2024

Hexagon Manufacturing Intelligence

Providence, RI (Remote)

- Developed a VSCode extension to analyze data on 60 @nexusui components, tracking usage trends and versions
- Created and managed **CosmosDB Azure** database and **RESTful API** back-end, storing data for over **50** teams
- Designed **11 versions** of UI/UX in **Figma** and implemented responsive front-end for NexusUI Analytics Dashboard in **TypeScript and React** that graphically analyzes data
- Automated data collection to reduce manual communication, improving efficiency for 100+ developers

Research Assistant

June 2023 – December 2024

Brown Language and Thought Lab (-June 2024), Ian Gonsher's Lab

Providence, RI

- Designed updated web interface for Printerform project using **Figma, TypeScript, and React**
- Developed **three JavaScript and HTML based web applications** for research in Modal Perception
- Refactored and optimized existing code base resulting in a **40%** decrease in size of code base
- Designed **12** posters, animated advertisements, and scientific figures to attract study participants, seen by over **3000** Facebook users that resulted in over **50** in person study sign ups

ACTIVITIES

Co-Design Director

January 2023 - Present

Brown University Puzzle Club

Providence, RI

- Coordinated **art, UI/UX design, and front-end development** in TypeScript and React for the Brown 2024 Puzzlehunt
- Streamlined creation of markdown pages for **20** puzzle writers, implemented main page and about page front-end design
- Created **20 illustrations, graphic designs, and sculptures** for Brown 2024 Puzzlehunt, seen by over **800** participants in over **230** teams

PROJECTS

Terrarium World | [GitHub](#) *JavaScript, HTML, CSS, React Three Fiber, Three.js*

November 2024 - December 2024

- Built an interactive terrarium with weather simulation, time-of-day control, and animated low-poly animals in **Blender**.
- Implemented L-System plants, boid fireflies, and visual effects like wind-reactive grass and refraction.
- Used **@react-three/fiber**, **drei**, and **leva** for 3D rendering, animation, and UI controls.

Posters@Brown | [GitHub](#) *TypeScript, Java, HTML, CSS, React, MongoDB, Spring Boot*

November 2023 - August 2024

- Full-stack** application centralizing event posting for activities and organizations for over **8,000** students at Brown
- Implemented responsive React and Typescript based front-end with **Google Cloud Vision API** to parse text from uploaded posters and **Google OAuth 2.0** to authenticate Brown and RISD students
- Created low-fidelity and high-fidelity mockups for **UI/UX design** in **Figma**

TECHNICAL SKILLS

Languages: Java, JavaScript, TypeScript, Python, C, C++, HTML, CSS, LaTeX / TeX

Frameworks and Tools: React, Node.js, Tailwind, MongoDB, Azure CosmosDB, Material UI, Three.js, WebGL, GLSL, VSCode, IntelliJ, QtCreator, PyCharm, GitHub/Git, Vercel, NextJS, tailwind, yarn, npm

Software: Figma, Adobe Suite, Procreate, Blender, Microsoft Office Suite, Google Suite, Laser cutter