

# Jaclyn Cohen

(561) 777-5051 | [jaclyn\\_cohen@brown.edu](mailto:jaclyn_cohen@brown.edu) | [linkedin.com/in/jaclyn-a-cohen](https://linkedin.com/in/jaclyn-a-cohen) | [github.com/jackieac04](https://github.com/jackieac04) | [jaclyncohen.dev](https://jaclyncohen.dev)

## 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

Bentonville, AR

*Walmart Global Technology – Philanthropy Tech, Enterprise Business Services*

- 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

Providence, RI (Remote)

*Hexagon Manufacturing Intelligence*

- 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

Providence, RI

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

- 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

Providence, RI

*Brown University Puzzle Club*

- 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

November 2024 - December 2024

- JavaScript, HTML, CSS, React Three Fiber, Three.js*
- 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

November 2023 - August 2024

- TypeScript, Java, HTML, CSS, React, MongoDB, Spring Boot*
- 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