

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: UI/UX, Computer Vision, Hypertext/Hypermedia Systems, Intro to Software Engineering, Data Structures and Algorithms

EXPERIENCE

Frontend Engineering Intern

May 2024 – August 2024

Hexagon Manufacturing Intelligence

Novi, MI

- Worked under Professor Roman Feiman and Post-doc Gabor Brody to develop **three JavaScript and HTML based web applications** for research in Modal Perception
- Refactored existing code base to improve readability, optimized code base, resulting in a **40%** increase in efficiency.

Undergraduate Research Assistant

June 2023 – Present

Brown University Language and Thought Lab

Providence, RI

- Worked under Professor Roman Feiman and Post-doc Gabor Brody to develop **three JavaScript and HTML based web applications** for research in Modal Perception
- Refactored existing code base to improve readability, optimized code base, resulting in a **40%** increase in efficiency.
- Designed a dozen posters, advertisements, and scientific figures to attract study participants, seen by over **3000** Facebook users that resulted in over **50** in person study sign ups

CSCI 0150 Undergraduate Teaching Assistant

May 2023 – December 2023

Brown University Computer Science Department

Providence, RI

- Hold conceptual and debugging hours, lab hours, reviewing object-oriented programming concepts in **Java**, grade assignments for **450+** students
- Offer guidance and support to two groups of 5 students in navigating computer science department and course resources

PROJECTS

Dreamweaver | *TypeScript, HTML, CSS, React, MongoDB*

November 2023 - Present

- Hypermedia web application that allows users to document sleep habits and record dreams daily
- Implemented **OpenAI's Whisper ASR** to transcribe audio to text, **Google's Cloud Speech API** to parse audio into timestamps per word
- responsible for designing UI/UX and parsing user data into visual statistics

Posters@Brown | *TypeScript, Java, HTML, CSS, React, MongoDB*

November 2023 - Present

- **Full-stack** application that centralizes event posting for extra-curricular activities and organizations at Brown in the form of an archival poster database
- Implemented **Google Cloud Vision API** to parse text from uploaded posters and **Google OAuth 2.0** to authenticate Brown and RISD students
- responsible for **UI/UX design**, front end framework, and central ideation

LEADERSHIP

Creative Director | *Brown University Puzzle Club*

January 2023 - Present

- Oversaw the coordination of **art, UI/UX, and frontend design** for the Brown 2024 Puzzlehunt
- Created **illustrations, graphic designs, and sculptures** for Brown 2024 Puzzlehunt, seen by over **800** participants in over **230** teams both in-person and remote

TECHNICAL SKILLS

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

Frameworks/Libraries: React, Node.js, Tailwind, MongoDB, JUnit, Chakra UI, Material UI, Maven, Spark Java

Developer Tools: VSCode, IntelliJ, GitHub/Git

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

Hobbies: Mural Painting, Voice Acting, Singing

AWARDS

Hack@Brown 2024: Major League Hacking Award for Best Hack for Diversity Equity and Inclusion, Project: Bathrooms@Brown

Selected Work Exhibited in the **44th Annual Juried Student Exhibition**, March 16 - April 10th 2024 at Perry and Marty Granoff Center for the Creative Arts