Jaclyn Cohen

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EDUCATION

Brown University

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

Aug. 2022 - May 2026

Providence, RI

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

EXPERIENCE

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, reducing manual communication by 30%, improving efficiency for 100+ developers

Creative Design Director

January 2023 - August 2024

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 <u>Brown 2024 Puzzlehunt</u>, seen by over 800 participants in over 230 teams

Research Assistant (Software Development and Design)

June 2023 – December 2024

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

Providence, RI

- Designed updated web interface for Printerform project
- Developed three JavaScript and HTML based web applications for research in Modal Perception
- Refactored and optimized existing code base resulting in a 40% increase in efficiency
- 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

CSCI 0150 Undergraduate Teaching Assistant

May 2023 – December 2023

 $Brown\ University\ Computer\ Science\ Department$

Providence, RI

- Held 6 hours weekly conceptual, debugging, and lab hours, teaching and reviewing introductory object-oriented programming concepts in Java
- Graded programming assignments and wrote detailed feedback for 450+ students
- Advised 10 underclassmen computer science students, on department courses and managing university level classwork

PROJECTS

Terrarium World | GitHub JavaScript, HTML, CSS, React Three Fiber, Three.js

November 2023 - December 2024

- 3D Graphics Application displaying a terrarium world.
- Implemented a weather system, day to night time slider, and animals sculpted and animated in Blender.

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 UI/UX design in Figma

Bathrooms@Brown | GitHub TypeScript, Java, HTML, CSS, React, Spring Boot, MongoDB

February 2024

- Winner of the Major League Hacking Award for best DEI Hack at the Brown 2024 Hackathon
- Implemented interactive 3D **MapBox** allowing users to filter gender, family, and wheelchair-accessible bathrooms based on their geolocation
- Integrated React front-end with Spring Boot back-end, fetching data from MongoDB database

TECHNICAL SKILLS

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

Frameworks and Tools: React, Node.js, Tailwind, MongoDB, Azure CosmosDB, Chakra UI, Material UI, Three.Js, WebGL, GLSL, VSCode, IntelliJ, GitHub/Git, Mapbox

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