

Stefan Cohn

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[LinkedIn](#) | [Personal Website](#) | [GitHub](#)

EDUCATION

The George Washington University
Bachelor of Science Computer Science

Washington, DC
May 2026

GPA: 3.9

Coursework: Calculus 1 & 2, Discrete Math 1, Algorithms and Data Structures, Databases and Team Projects, Linear Algebra, Software Development, Engineering Analysis (Probability and Statistics)

PROJECTS

Game Development | Duck Run

- Implemented algorithms for procedural level generation, random enemy spawns, and dynamic difficulty to create unique and engaging gameplay
- Utilized GIMP to design and create in-game assets such as level graphics, character designs, animations, etc
- Leveraged Java Swing for game's graphical interface and integrated Java Sound API to handle audio
- Engineered a high score tracking mechanism, ensuring persistence across sessions by employing file I/O operations to write and read from a text file
- Ported the code base to mobile using Codename One framework and published it onto the Google Play Store

Full-Stack Web Development | Portfolio Website

- Designed and developed a dynamic and visually appealing portfolio website using HTML & CSS, optimized for desktop, tablet, and mobile allowing for an enriched usability
- Implemented interactivity via JavaScript, allowing for easier navigation, sleeker design, and enhanced experience
- Engineered a robust backend using Express.js to handle contact form submissions and deployed it on AWS Lambda through Serverless, establishing seamless connectivity with frontend via a REST API

Twitter Natural Language Processing

- Integrated Stanford CoreNLP library to develop an algorithm that provided a score on the emotional tone of tweets
 - Created a robust data preprocessing pipeline to clean and parse raw Twitter data from a CSV file, incorporating Java file I/O operations and string manipulation
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EXPERIENCE

Student Consultant, Software Developer
Open Avenues Foundation

Washington, D.C.
March 2024 – April 2024

- Conducted thorough research on WebGL and THREE.js to understand their functionalities and capabilities
 - Created basic scenes using THREE.js, incorporating fundamental concepts like cameras, lighting, and materials
 - Developed foundational Blender skills to create and manipulate 3D assets, integrating them into the job's weekly assignments
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SKILLS

- **Bilingual:** Spanish (Limited Working Proficiency)
- **Technical:** Java & HTML & CSS (Advanced), JavaScript & Python & Flask & SQL (Intermediate), Express.js & Node.js & AWS Lambda (Beginner), Git, Command Line (Terminal), Vim, GIMP (Intermediate)