

Stefan Cohn

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

EDUCATION

The George Washington University
Bachelor of Science in Computer Science

GPA: 3.86/4

Coursework: Standard CS Curriculum, Machine Learning, Graphic Design, Computer Graphics

Washington, DC
May 2026

TECHNICAL SKILLS

- **Programming Languages:** Java, Python, SQL, KQL, HTML, CSS, JavaScript, C#, C, Dart
- **Frameworks & Libraries:** Flask, Node.js, Express.js, React.js, Flutter, Tailwind, .NET Legacy/Core
- **Developer Tools:** Azure, DevOps, git, VS Code, Visual Studio, Photoshop, AWS Lambda, Gamemaker, Illustrator
- **Bilingual:** Spanish

EXPERIENCE

Software Development Intern

Arlington, VA

The Air Conditioning, Heating, and Refrigeration Institute (AHRI)

June 2024 – August 2024

- Integrated telemetry-collection across multiple tech stacks, - legacy .NET MVC, .NET Core, Blazor, React.js - setting up configuration and code to send said telemetry to Azure
- Wrote and iterated KQL queries to extract insights from application telemetry, creating custom Azure dashboards according to team needs
- Utilized Azure (and DevOps) for Agile project tracking, source control, CI/CD pipelines, VMs, and deployment

Instructor

Washington, D.C.

ID Tech Camps | Amazon Partnership

June 2024 – August 2024

- Delivered courses in Java Minecraft Modding, Java app development, and Python (including Pygame) to students aged 10-17, fostering technical skills and creativity and providing one-on-one supports to students
- Managed classroom behavior, fostered respect, and cultivated a fun, collaborative atmosphere, ensuring all students were engaged and able to thrive in learning

PROJECTS

BBall Boom | SQL, Dart/Flutter, Box2D

June 2024 – December 2024

- Implemented algorithms for procedural stage generation, properly random entity placement, and dynamic difficulty to create unique and engaging gameplay
- Integrated Box2D physics engine to handle gameplay, while also devising an algorithm for projected trajectories
- Utilized Inkscape, Procreate, and GIMP to design and create in-game assets
- Engineered a SQL backend to support in-game user customization features and highscore tracking
- Took advantage of Flutter to create appealing UIs for the main, customization, pause, and end menus that parsed information from the Database properly
- Published to App Store and Play Store, reaching hundreds of users

University Registration & Advising System | Python, Flask, JS, AWS RDS, SQL

March 2023 – May 2023

- Designed and developed a dynamic and visually appealing grad-school portal website using HTML & CSS
- Implemented interactivity and form-validation via JavaScript, allowing for easier navigation, sleeker design, and enhanced experience
- Engineered a robust backend using Flask to handle form submissions, SQL queries, and dynamic HTML pages
- Implemented a SQL database to manage applicant info, faculty roles, transcripts, ensuring data integration & retrieval