

Zach Cohn

Technician and Designer

+1 (646) 477-2420
theater@zachwcohn.com
zachwcohn.com

Production Experience

Lighting Design

	<i>Director</i>	<i>Company</i>
The Rest Is Silence (2024)	Annie Powell	All Student Theatre / WashU
Pazazz (2024)		St. Louis Academy of Dance
God of Carnage (2023)	Sami Ginoplos	Performing Arts Department / WashU
Fucking A (2023)	Jacqueline Thompson	Performing Arts Department / WashU
Let's Eat (2023)	Shaun Rousso	Cast 'n Crew / WashU
Retina Burn (2022)		Performing Arts Department / WashU

Projection Design

Alice in Wonderland (2024)	Lea Coleman	All Student Theatre / WashU
Hold On (2024)	Ron Himes	The Black Rep
Cabaret (2023)	Jeffrey Matthews	Performing Arts Department / WashU
The Incels (2021)	Ruth Zamoyta	New Play Exchange / The New Jersey Play Lab

Stage Manager

The Winter's Tale (2024)	Bill Whitaker	Performing Arts Department / WashU
Gods of Comedy (2022)	Shaun Ruosso	Cast 'n Crew / WashU

Sound Design

The Dust (2022)	Bill Whitaker	Performing Arts Department / WashU
Do Big Kids Cry (2022)	Anna Hampton	Bag of Lights Theatre (BOLT)

Production Electrician

White Rabbit Red Rabbit (2024)	Tristan Dumas	Thyrus / WashU
Serendipity (2023)	Ethan Jobalia	Thyrus / WashU
Do Big Kids Cry (2022)	Anna Hampton	Bag of Lights Theatre (BOLT)

Director

Something Rotten (2023)	Zachary Cohn (Me)	Cast 'n Crew / WashU
-------------------------	-------------------	----------------------

Production Manager

Let's Eat (2023)	Shaun Rousso	Cast 'n Crew / WashU
------------------	--------------	----------------------

A2 (Ast. Sound Engineer)

BIG: The Musical (2023)	Doug Storm	STAGES, St. Louis
Into the Woods (2022)	Annamaria Pileggi	Performing Arts Department / WashU

Assistant Technical Director

Addams Family (2021)	Cecelia Anderson	Cast 'n Crew / WashU
----------------------	------------------	----------------------

Related Experience

Software Engineering Intern, Creative Conners, Inc.

June 2023 – August 2023

- Enhanced Spikemark scenic automation software with dark and colorblind modes, improving usability and accessibility in theater production environments
- Refactored component styling system, improving app maintainability and design flexibility

Technician, Edison Theater, Washington University in St. Louis.

September 2022 – Present

In-house technician. Typical responsibilities include: Light hang/focus/strike; programming lights, sound, projections; deck crew, flyrail

Skills

Lighting programming in EOS, GrandMA2, Capture visualization software; Theatrical CAD (Vectorworks, Sketchup); carpentry; QLab; working knowledge of Spikemark automation software; experience with product design and 3D Printing; advanced proficiency with Isadora and MadMapper projection mapping software; Adobe Photoshop, Premiere; Software Development (more information available upon request)

Education

Bachelor's Degree, Washington University in St. Louis

Expected Graduation: May 2025

Drama major, Computer Science minor