Zach Cohn
Technician and Designer

zcohn@wustl.edu
ZachWCohn.com
(646)-477-2420

Technical Experience

Lighting Designer	*Pazazz*	St. Louis Academy of Dance, St. Louis
	WashU Dance Company (WUDC)	Performing Arts Department	WashU, St. Louis
	God of Carnage	Performing Arts Department	WashU, St. Louis
	Fucking A	Performing Arts Department	WashU, St. Louis
	Let's Eat	Cast 'n Crew	WashU, St. Louis
	Retina Burn	Lighting Technology Course	WashU, St. Louis
Projection Designer:	*Alice in Wonderland*	All Student Theatre	WashU, St. Louis
	Hold On	The Black Rep, St. Louis
	Cabaret	Performing Arts Department	WashU, St. Louis
	The Incels	New Play Exchange	The New Jersey Play Lab
Stage Manager	*The Winter's Tale*	Performing Arts Department	WashU, St. Louis
	Gods of Comedy	Cast 'n Crew	WashU, St. Louis
Director	*Something Rotten*	Cast 'n Crew	WashU, St. Louis
Sound Designer	*The Dust*	Performing Arts Department	WashU, St. Louis
	Do Big Kids Cry?	Bag of Lights Theatre (BOLT)
A2 (Sound Engineer)	*BIG*	STAGES, St. Louis
	Into the Woods	Performing Arts Department	WashU, St. Louis
Asst. Technical Director	*Addams Family*	Cast 'n Crew	WashU, St. Louis

Related Experience

Software Engineering Intern, Creative Conners, Inc.   June 2023 – August 2023
- Developed dark mode for Spikemark scenic automation software
- Developed colorblind modes
- Refactored component styling system
- Participated in code reviews
- Trained in machine assembly and testing

Technician, Edison Theater, Washington University in St. Louis.   September 2022 – Present
- In-house technician
- Typical responsibilities: 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