# Zach Cohn
Technician and Designer

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zachwcohn.com

## Production Experience

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

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

| Production Electrician | | |
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| White Rabbit Red Rabbit (2024) | Tristan Dumas | Thyrsus / WashU |
| Serendipity (2023) | Ethan Jobalia | Thyrsus / 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 | | |
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| Let's Eat (2023) | Shaun Rousso | Cast 'n Crew / WashU |

| A2 (Ast. Sound Engineer) | | |
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| BIG: The Musical (2023) | Doug Storm | STAGES, St. Louis |
| Into the Woods (2022) | Annamaria Pileggi | Performing Arts Department / WashU |

| Assistant Technical Director | | |
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| 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*