

Zach Cohn is a developer and theatre-maker from New York City studying Drama and Computer Science at Washington University in St. Louis.

*Below is an up-to-date list of technical theatre positions he has held in the last three years.*

## PRODUCTIONS

Stage Manager	<i>Winter's Tale</i>	Performing Arts Department	Washington University in St. Louis (WashU)
Projections Designer	<i>HOLD ON</i>		The Black Rep
Production Electrician	<i>Serendipity</i>	Thyrus	WashU
Lighting Designer	<i>God of Carnage</i>	Performing Arts Department	WashU
Co-Projections Designer	<i>Cabaret</i>	Performing Arts Department	WashU
Director	<i>Something Rotten</i>	Cast 'n Crew	WashU
Lighting Designer	<i>Fucking A</i>	Performing Arts Department	WashU
A2	<i>BIG</i>		STAGES St. Louis
Sound Designer	<i>The Dust</i>	Performing Arts Department	WashU
A2	<i>Into the Woods</i>	Performing Arts Department	WashU
Production Manager, Lighting Designer	<i>Let's Eat</i>	Cast 'n Crew	WashU
Co-Lighting Designer	<i>Retina Burn   Lighting Technology Course</i>		WashU
Stage Manager	<i>Gods of Comedy</i>	Cast 'n Crew	WashU
Asst. Technical Director	<i>Addams Family</i>	Cast 'n Crew	WashU
Sound Designer, Production Electrician	<i>Do Big Kids Cry?</i>	Bag of Lights Theater (BOLT)	Polaris North
Projections Designer	<i>The Incels</i>	New Play Exchange	The New Jersey Play Lab

- Zach has also worked in various technical positions through his technician role for the Edison Theater at Washington University in St. Louis