

Zachary Cohn

software@zachwcohn.com | +1 (646) 477-2420 | [LinkedIn](#) | [Github](#)

Dynamic full-stack software engineer passionate about combining technology and creativity to deliver innovative solutions. Additionally, skilled technical theater designer with expertise in lighting, sound, and projections (<https://zachwcohn.com/cvs/theatre.pdf>)

SKILLS

Languages.....JavaScript, TypeScript, Python, PHP, C#, Visual Basic, Arduino C
Frameworks and Libraries.....React, Next.js, Express, Node, Electron, jQuery, Socket.io, Flask, Django, Symfony, .NET
Tools and Platforms.....Git, Regex, Linux, AWS Ec2, R2, Firebase, Docker, WordPress, Cloudflare, Apache, Raspberry Pi, Arduino, Jira, Figma, Adobe Creative Suite, DataDog
Databases.....MySQL, MongoDB

INTERNSHIPS

Amplify Education

Software Engineer Intern

Remote

June 2024 - August 2024

- Delivered new functionality for Desmos Classroom, enabling teachers to spend less time building curriculum and more time with students.
- Collaborated with designer, project manager, and other engineers to develop and implement product requirements

Creative Conners, Inc.

Software Engineer Intern

Warren, RI

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

Center Stage Software

Web Developer Intern

Remote

June 2022 - October 2022

- Initiated development of customer-facing ticketing web app, improving user access and sales efficiency
- Migrated native Windows application to a web-based product, enhancing accessibility and functionality
- Innovated seat selection interface through research and experimentation, improving user experience and usability

FREELANCE AND CAMPUS WORK EXPERIENCE

McKelvey School of Engineering, Washington University in St. Louis

Head Teaching Assistant

St. Louis, MO

September 2022 - Present

Course: CSE 330S/503S: "Rapid Prototype Development and Creative Programming" (Full-Stack Web Development)

- Led a team of TAs, conducted office hours, in-class help sessions, and addressed 300+ student questions per semester on Piazza.
- Developed auto-grading systems, reducing grading time by ~94%, and updated and created course materials for improved relevance and student experience

Student Life Newspaper, Washington University in St. Louis

Senior Web Editor

St. Louis, MO

April 2024 - Present

- Oversaw website maintenance, updates, and content, ensuring high engagement and improved user experience.
- Led development of games.studlife.com, redesign initiative, and developed bespoke web apps and WordPress integrations
- Implemented an org-wide directory and Jira tracking, improving communication, collaboration, and project management.

Artwork and Operations Management Platform

Freelance Developer

Remote

January 2023 - August 2023

- Directed development of an artwork and operations management platform, improving inventory management, sales monitoring, and gallery-client interaction.
- Collaborated with client team to design and develop features, ensuring alignment with client vision and needs

EDUCATION

Washington University in St. Louis

Bachelor's in Technical Theatre and Computer Science

St. Louis, MO

Expected Graduation: May 2025

PROJECTS

[Automated Moving Light Calibration](#)

Real-time sensor system to automate tedious theatrical moving light calibration, positioning

[Theatrical Lighting Console Voice Control](#)

Voice recognition and control for ETC consoles with Vosk over OSC/UDP

[Remote Note Printer](#)

Hardware and software project to remotely print messages with thermal printer and Raspberry Pi