

# Zachary Cohn

[software@zachwcohn.com](mailto: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](https://games.studlife.com)
- Led redesign initiative and developed bespoke web apps and WordPress integrations, enhancing functionality, aesthetics, and user satisfaction.
- 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

### [Remote Note Printer](#)

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