Zach Cohn
Technician and Designer

+1 (646) 477-2420
theater@zachwcohn.com
zachwcohn.com

Production Experience

Lighting Design

Pazazz (2024)		St. Louis Academy of Dance
God of Carnage (2023)	Sami Ginoplos	PAD / Washington University in St. Louis
Fucking A (2023)	Jacqueline Thompson	PAD / Washington University in St. Louis
Let's Eat (2023)	Shaun Rousso	Cast 'n Crew / Washington University in St. Louis
Retina Burn (2022)		PAD / Washington University in St. Louis

Projection Design

Alice in Wonderland (2024)	Lea Coleman	All Student Theatre / Washington University in St. Louis
Hold On (2024)	Ron Himes	The Black Rep
Cabaret (2023)	Jeffrey Matthews	PAD / Washington University in St. Louis
The Incels (2021)	Ruth Zamoyta	New Play Exchange / The New Jersey Play Lab

Stage Manager

The Winter's Tale (2024)	Bill Whitaker	PAD / Washington University in St. Louis
Gods of Comedy (2022)	Shaun Ruosso	Cast 'n Crew / Washington University in St. Louis

Sound Design

The Dust (2022)	Bill Whitaker	PAD / Washington University in St. Louis
Do Big Kids Cry (2022)	Anna Hampton	Bag of Lights Theatre (BOLT)

Production Electrician

Serendipity (2023)	Ethan Jobalia	Thyrsus / Washington University in St. Louis
Do Big Kids Cry (2022)	Anna Hampton	Bag of Lights Theatre (BOLT)

Director

Something Rotten (2023)	Zachary Cohn (Me!)	Cast 'n Crew / Washington University in St. Louis

Production Manager

Let's Eat (2023)	Shaun Rousso	Cast 'n Crew / Washington University in St. Louis

A2 (Ast. Sound Engineer)

BIG: The Musical (2023)	Doug Storm	STAGES, St. Louis
Into the Woods (2022)	Annamaria Pileggi	PAD / Washington University in St. Louis

Assistant Technical Director

Addams Family (2021)	Cecelia Anderson	Cast 'n Crew / Washington University in St. Louis

Related Experience

Software Engineering Intern, Creative Conners, Inc.   June 2023 – August 2023

Developed dark mode, colorblind modes for Spikemark scenic automation software; Refactored component styling system; Wrote unit tests; Participated in code review; Trained in machine assembly and testing.

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