

# Andrew Cohn

Tucson, AZ • 520 - 343-4299 • [ajcohn716@gmail.com](mailto:ajcohn716@gmail.com) • [github.com/andrewCohn](https://github.com/andrewCohn) • [0x716.dev](https://0x716.dev)

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## Education

### University of Arizona

Tucson, AZ

Bachelor of Science in Computer Science

May 2025

Relevant Coursework: Algorithms, Operating Systems, Compilers, Machine Learning, Computer Networks

## Technical Skills

**Languages:** C/C++, Python, Rust, Java, Bash

**Frameworks & Tools:** Linux, Git, Docker, WireGuard, PyTorch, NumPy

**Concepts:** Data Structures, Algorithms, Distributed Systems, Networking, Low-level Debugging, Reverse Engineering, Machine Learning, Data Visualization and Statistical Modeling, Mongo+Node Stack Web Development

## Projects

### Home Media PC Server — Proxmox / Docker

2025

- Built 12TB ZFS-backed Proxmox host for media and game servers with GPU passthrough and Dockerized orchestration.
- Enabled remote access via WireGuard VPN + NO-IP dynamic DNS; real-time content transcoding with VFIO.

### WikiGameSolver — Graph Search & Data Engineering

2024

- Built solver for the “Wikipedia Game” using A\*, TF-IDF, and SAX-XML parsing to compress 192GB Wikipedia dump into a 9.2GB graph, reducing storage footprint by ~95%.
- Built a byte-offset index for constant-time retrieval of article adjacency lists from disk, shrinking query latency from seconds to milliseconds. ([GitHub](#)).

### BotFinder — LSTM Essay-Authorship Detection

2025

- Led 3-person team building LSTM-based essay classifier with 0.97 macro-F1; full PyTorch pipeline with Word2Vec, CV, and early stopping. ([GitHub](#)).

### And more!

- Co-Founder of Shrimp Posture Games: deployed a playable web app for our original game **Rolldown** ([GitHub](#))
- “**Catch Me If You Can**” **Kaggle** — Item2Vec & LSTM Classifier - Achieved 0.6 public leaderboard score
- Full project portfolio available at: [0x716.dev](https://0x716.dev)

## Other Experience

- Various kitchens in Downtown Tucson as a Line Cook
- Student Director & Stage Manager — Middle School Theatre Program