

Ziv Cohen

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EDUCATION

University of Kansas

Expected Graduation Date: May 2028

B.S. Computer Science and Cybersecurity (Double Major), *SELF Program, Honors*

EXPERIENCE

Student Ambassador - University of Kansas

October 2024-Present

- Representing the University of Kansas as a campus ambassador, delivering over **70+** campus tours and engaging with prospective students to promote the university
- Gaining communication, management, and leadership skills through practical interaction

The Catalyst - Entrepreneurship and Venture Fellow

January 2025-May 2025

- Developing an immersive virtual reality game using **Unity** and **C++**, combining innovative gameplay design with interactive 3D environments
- Collaborating with the KU School of Business to scale the venture to be successful and profitable

PROJECTS

Cube Satellite Software Developer (KUBEsat2)

September 2024-Present

- Developing image analysis software in **Python** using **OpenCV** to assess vegetation health from satellite imagery by filtering and classifying color data
- Collaborating with NASA to support the successful development and planned launch of the KUBEsat2 satellite within the next four years

Get Big, Man - Unity, C++ (*Won HackKU "Best Beginner Project"*)

April 2025-Present

- Created a 2D roguelike game in **36** hours, starting with no experience in Unity or C++
- Designed all **original** music, pixel art, animations, and software entirely from scratch
- Developed gameplay mechanics and animations using **C++** scripts and **Unity** components
- Collaborated with a 4-person team using **GitHub** for version control and coordination

Media Converter - HTML, CSS, Flask, Python, FFmpeg

- Built a command-line tool that converts .mov and .mp4 video files into .mp3 audio files

ACTIVITIES & HONORS

Self Engineering Leadership Fellows Program (SELF Fellow)

March 2025-Present

- Selected as one of KU's Self Engineering Leadership Fellows, a highly selective **4-year** program recognizing top engineering students for leadership potential and academic achievement
- Gaining hands-on experience in leadership, business, and entrepreneurial skills through seminars, mentoring, and collaborative projects

Engineering Student Council - University of Kansas

September 2024-May 2025

- Facilitated communication between faculty, staff, and students to strengthen engagement
- Managed funding requests and distributed resources to support **30+** engineering clubs and events

University of Kansas Pickleball Team - D1 Affiliated

August 2024-Present

- Compete **nationally** against other universities in pickleball tournaments
- Over **15** hours of practice weekly, allowing me to reach a 4.2 **DUPR** rating

TECHNICAL SKILLS

Programming Languages: Python, C++, C, C#, JavaScript, HTML/CSS

Tools & Frameworks: Unity, OpenCV, Git, GitHub, NumPy, Pygame, FFmpeg