Tom Barthelmeh

Fourth year Software Engineering student at the University of Canterbury

I am a highly-motivated fourth-year software engineering student at the University of Canterbury who enjoys problem-solving. I love a challenge and love to learn new things and improve on my current knowledge whether it be technical or soft-skills.

I am looking for a role that challenges me daily and where I can apply the software engineering skills that I have learnt in a professional environment. My main interests are in web development as well as using AI and machine learning on interesting new problems.

Professional Experience

Tutor, University of Canterbury

Christchurch • February 2024 - June 2024

• I was asked to tutor a third year course titled *Web Computing Architecture* which involves developing a REST API using **ExpressJS**, and then building a front-end on top of the API using **React** and **Typescript**.

Software Engineer Intern, Cavotec

Christchurch • November 2022 - February 2024

- Developed an Automated Factory Acceptance Testing application using Django, TailwindCSS, and Javascript which allowed operators to use an HMI to run automated factory acceptance tests and gather reports in JSON during the summer of 2022-2023.
- Was invited back during my holidays to work on small projects including automatic file transfer using **FTP** and **Powershell**.
- During the summer of 2023-2024 I developed custom machine learning models trained on hand-annotated data to detect and provide feedback on obstructions on a ship's hull. This project used OpenCV, YOLOv8, Tensorflow, and OPC UA.
- At the end of my internship I migrated their internal website to use **React**, **TailwindCSS**, and **PHP** as a backend.

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- github.com/barthelmeh

Technical Strengths

React Git Python

Java

Typescript

Agile

Education

University of Canterbury

February 2021 – November 2024 BE(Hons) in Software Engineering 7.0 GPA

References

Patrick Browne, Cavotec New Product Development Lead

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Projects

Social Media Sporting Application

During this year-long 7-person group project, we developed a social media web application for sporting events and teams using **Springboot** and **Thymeleaf**. This project used the **scrum** methodology with bi-weekly standups, continuous integration, peer reflection, and multiple presentations.

Movie Critic Web Application

I first developed an API using **Typescript**, **ExpressJS** with **Node**, and **MySQL**. I then integrated a front-end designed using **React**, **Typescript**, **HTML**, and **CSS**. This allowed users to view, rate, edit, and publish films.

Slack Review Bot

During the year-long project I noticed we had issues with reviewing. To fix this, I created a bot that integrates with Slack using **Typescript** to randomly generate a reviewer for a task. This was tested internally in our team and improved our review time drastically.

Personal Website - tombarthelmeh.software

During the summer I also developed a portfolio website to showcase my projects and skills in developing a front-end website. This used **React**, **Typescript**, **TailwindCSS**, and **Vite**