

TOM BARTHELMEH

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SOFTWARE ENGINEERING STUDENT

I am a high-motivated third-year software engineering student at the University of Canterbury who enjoys the algorithmic and problem-solving side of software engineering. I love the logical theory behind computer science and related fields and enjoy implementing this within code. I am a hard-working fast learner with excellent communication skills who loves the challenges of problem-solving.

I am looking for an internship where I can apply the computer science and software engineering theory I have learnt in a professional environment. I can see myself working in full stack development, with a bit more of a front-end focus; however, I also have a passion for AI coming from a university course. I would love to prioritise the opportunity to work with like-minded individuals so that I can learn from professionals.

TECHNICAL STRENGTHS

Python
Git

Java
Agile

React
SQL

PROFESSIONAL EXPERIENCE

Cavotec
Software Engineer Intern

November 2022 - Present

This internship had me focus on developing an automated factory acceptance testing application for Cavotec in their production of MoorMasters. Throughout this project I used a mixture of Python, HTML, CSS, and JavaScript to produce a fully working web application that ran factory acceptance tests and produced test data on a MoorMaster.

Following the success of my summer internship I have been invited back to work at Cavotec on many different side projects for all my holidays this year. These small projects range from producing simulation code to mock the Mooring Units to producing an automated file transfer application to speed up deploying config files.

Numberworks`n`words
Mathematics Tutor

January 2022- November 2022

I tutored children of all ages from year 4 to year 13 in mathematics, but I mainly tutor calculus and algebra. Communication is very important in this role as I am interacting with the children along with regular communication with parents.

PROJECT EXPERIENCE

MirageAI - mirageai.xyz

October 2023 - Present

A software used to automate the creation of creative content using AI technologies and prompt engineering.

Social Media Sporting App in Java

February 2023 - September 2023

Working with a group of 7, we are developing a social media sporting application using Java with Springboot and Thymeleaf. This project adopts the Scrum methodology with bi-weekly standups, Continuous Integration, peer reflection, and multiple demos. This project has taught me a lot about working in a team and I think that it has improved my software engineering skills dramatically.

Web Client and API Server

February 2023 - May 2023

I developed an API from a specification using Typescript, NodeJS with Express. I then built a front-end application over the API server using Typescript, React, HTML, and CSS. This web application is built so that users can create, view, and review films much like IMDb.

Automated Factory Acceptance Testing - Full Stack

November 2022 - February 2023

Over the summer I developed a full stack application to run factory acceptance tests and produce test data on a Cavotec MoorMaster. Through this project I used Python (Django), HTML, CSS, JavaScript, Docker, Jira, and many more industry level tools.

This project taught me a lot on how professional software engineering work is completed, and I'm very happy with how it came out.

EDUCATION

University of Canterbury

February 2021 - Present

Bachelor of Engineering with Honours

REFERENCES

Patrick Browne

New Product Development Lead at Cavotec

patrick.browne@cavotec.com

027 934 2543

Patricia Duff

Chef at Ultimate Care Group Rose Court

022 164 0669
