Henry Barthelemy

Available: May − September 2022   Pronouns: he/him or they/them   GitHub | LinkedIn | Website

Local: Boston, MA | Permanent: Rye, NY | (914) 960-0247 | barthelemy.h@northeastern.edu

Education:

Northeastern University, Boston, MA   September 2021 − Present
Khoury College of Computer Sciences
Candidate for Bachelor of Science in Computer Science and Mathematics, Expected 2025

GPA/Honors:	3.79/4.00	Dean's List
Relevant Courses:	Logic and Computation	Discrete Structures	Fundamentals of Computer Science 2	Calculus 3

The Frederick Gunn School, Washington, CT   August 2017 − May 2021

GPA:	3.93/4.00 unweighted
Honors/Awards:	Mathematics Award, Captain of First Robotics Team, Captain of Varsity Ski

Technical Knowledge:

Languages:	Java, Python, HTML, CSS, ACL2s, Lean, TypeScript, Scala
Systems:	Windows, Ubuntu, macOS
Technologies/IDEs:	Git, Visual Studio Code, React.js, Eclipse, Unity, Bootstrap

Work Experience:

Robotics and Beyond   July 2019 − August 2021
Assistant Director and Head Computer Science Instructor
- Developed schedules for camp, coordinated between instructors, administrators, and parents
- Managed the switch to remote learning for summer 2020
- Created long term Computer Science department plans for future camp classes
- Prepared lesson plans and taught groups of 5-15 students aged 8-15 in various Computer Science courses

Peer Tutor at Northeastern University Peer Tutoring Program   January 2022 − Present
CRLA Certified Peer Tutor for Undergraduate Northeastern Students
- Trained and certified in tutoring following guidelines of the College of Reading and Learning Association
- Providing tutoring in one on one and in larger review sessions with undergraduate northeastern students

Voce Di ID Design Studio, Woodbury, CT, *Intern*   June 2019 − August 2021
- Took measurements of houses and reflected those onto AutoCAD for renderings
- Photoshopped pictures to reflect new coloring and illustrate design decisions

Smithy Cafe, New Preston, CT, *Barista*   June − August 2021
- Part of front staff for a local high-end café

Frederick Gunn School, Washington, CT, *Student Class Lead*   December 2019 – March 2020
- Prepared lesson plans and taught a First Robotics Class

Personal Projects:

Personal Website − *Bootstrap, CSS, HTML, Visual Studio Code*   January 2022
- Developed website using Bootstrap for seamless front-end design on multiple device types

Nordle − *Java, Eclipse IDE, Java Swing, AWT Library*   February 2022
- Developed the popular Wordle game in Java, and a version called Dordle, where the user guesses two words simultaneously
- Designed with an object-oriented data design structure that allows for easy scaling into any wordle variant

Life is Currency − *Python, PyGames, Visual Studio Code*   June 2019
- Built a game using the PyGames library where users had to dodge falling blocks, but movement cost them health

Interests/Other Skills: Trilingual (English/French/Spanish), Northeastern (NU) Math Club, NU Competitive Programming, NU Cheese Club, Guitar/Piano