Henry Barthelemy

Available: January – August 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:	3.58/4.00
Relevant Courses:	Object Oriented Design	Linear Algebra	Logic and Computation	Discrete Structures	Differential Equations	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, Scala, Python, HTML, CSS, TypeScript, ACL2s, Lean
Systems:	Windows, Ubuntu, macOS
Technologies/IDEs:	Git, Visual Studio Code, React.js, Eclipse, Unity, Bootstrap

Work Experience:

Khoury College of Computer Science at Northeastern University   May 2022 − Present

Teaching Assistant for Fundamentals of Computer Science 2

- Holding office hours, leading exam review sessions, and grading exams and assignments
- Providing helpful feedback to students and facilitating the class for students and instructors

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

Robotics and Beyond, New Milford, CT,   July 2019 − August 2021

Assistant Director and Head Computer Science Instructor

- Prepared lesson plans and taught groups of 5-15 students aged 8-15 in various Computer Science courses
- Developed schedules for camp, coordinated between instructors, administrators, and parents

Smithy Cafe, New Preston, CT, *Barista*   June − August 2021

Frederick Gunn School, Washington, CT, *Student Class Lead*   December 2019 – March 2020

- Prepared lesson plans and taught a First Robotics Class

Personal Projects:

Image Processing − *Java, Java Swing, AWT Library, IntelliJ*   June 2022

- Developed an app which uses Model-View-Controller setup and allows users to edit images they import through various commands. Includes options to save and import with PPM, BMP, JPG, and PNG

Seam Carver − *Java, Eclipse IDE*   February 2022

- Developed an image editing software that can resize photos using a liquid rescaling algorithm that incorporates Dijkstra's algorithm. The algorithm rescales image by taking out seams of pixels that are of least importance.

Nordle − *Java, Eclipse IDE*   February 2022

- Developed the popular Wordle game in Java, and a version called Dordle, where the user guesses two words simultaneously, created with an object-oriented data design structure that allows for wordle variants

Personal Website − *Bootstrap, CSS, HTML, Visual Studio Code*   January 2022

- Developed Personal Website using Bootstrap for seamless front-end design on multiple devices

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