Henry Barthelemy

Available: January – August 2022 | Pronouns: he/they | GitHub | LinkedIn | Website
Local: Boston, MA | (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:	3.59/4.00
Relevant Courses:	Graduate Algorithms	Object Oriented Design	Linear Algebra	Theory of Computation	Differential Equations	Multivariable Calculus

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, macOS, Ubuntu Linux
Technologies/IDEs:	Eclipse, Git, Visual Studio Code, React.js, Unity, Bootstrap

Work Experience:

Teaching Assistant for Fundamentals of Computer Science 2   May 2022 − Present

Khoury College of Computer Science at Northeastern University, Boston, MA

- 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

CRLA Certified Peer Tutor for Undergraduate Students   January 2022 − Present

Northeastern University Peer Tutoring Program, Boston, MA

- 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

Assistant Director and Head Computer Science Instructor   July 2019 − August 2021

Robotics and Beyond, New Milford, CT

- 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

Personal Projects:

Image Processing − *Java, Java Swing, AWT Library, IntelliJ (available upon request)*   June 2022

- Created 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 (available upon request)*   February 2022

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

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

- Developed Personal Website using Bootstrap for seamless front-end design on multiple devices
- Hosted using GitHub at https://henrybarthelemy.github.io/

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