HENRY BARTHELEMY

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Education

Northeastern University

Boston, MA

Masters of Science in Computer Science, 3.78/4.00 GPA

September 2024 - May 2025

Bachelors of Science in Computer Science and Mathematics, 3.80/4.00 GPA

September 2021 - May 2024

• Related Classes: Graduate Algorithms, Theory of Computation, Advanced Probability and Statistics, Linear Algebra

Related Work Experience

Software Engineering Intern

May 2024 - Present

Visa Inc. Operations and Infastructure Team, Austin, TX

• Designing and implementing an intuitive user interface for Kubernetes, enabling users to effortlessly create, configure, and manage sidecar containers for their applications

Teaching Assistant

May 2022 - May 2024

Northeastern University, Boston, MA

- Held office hours, led review sessions, and graded exams and assignments for Fundamentals of Computer Science 2 (Spring 2024, Summer 2022, Fall 2022) and Theory of Computation (Fall 2023)
- Provided helpful feedback to students by reviewing their code & work and explaining core class concepts such as utilizing object-oriented design, abstracting code, and writing proofs for automata theory

Software Engineering Co-op

January 2023 - June 2023

PhAST Diagnostics, Boston, MA

- Created a backend system using a Java AWS Lambda which dynamically scales EC2 instances based on the queue size, ensuring optimal resource utilization with 75-95% of the EC2 instances consistently occupied
- Integrated a Python program seamlessly into the workflow which organized microscope images into easy-to-read pdf pages from their metadata
- Upkept a C# front-end GUI interface and Java back-end to automate microscopic lab work, implementing new features like continuous uploading, recovery, and diagnostic run types
- Developed a Python application utilizing a state machine architecture for seamless communication and interaction with firmware embedded within a medical device, as a critical component of an FDA-regulated clinical trial

Personal Projects

Quizler May 2023

- Made a mobile application using React Native, leveraging its robust framework to create a scoring system that incentivize users
- Engineered the app to dynamically retrieve and present random questions from a selected category, delivering a customized and engaging trivia experience to users

Cactus Study February 2023

• Developed a web application using React.js and Chakra UI for the front end, with a Fast API python backend, and presented it as a top 10 project at Hackbeanpot 2023 in front of the over 200 participants

Image Processing June 2022

- Created a Java application using the Swing framework, employing a robust Model-View-Controller (MVC) architecture in conjunction with the Command Design Pattern
- Allows users to manipulate imported images through a suite of commands. Includes options to save and import with PPM, BMP, JPG, and PNG

Personal Website January 2022

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

Technical Skills

Languages: Java, Python, C#, JS, HTML/CSS, Lean

Systems: Windows, macOS, Ubuntu Linux

Technologies/Frameworks: Eclipse, Git, Visual Studio Code, Unity, AWS, Django, React.js, React Native Misc Skills/Involevment: Trilingual (English, French, Spanish), Northeastern (NU) Math Club, NU Competetive

Programming, NU Cheese Club, Guitar/Piano