

# Frederic Barthelemy

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## OBJECTIVE

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A challenging career in software development. Specifically: a close-knit agile environment working with new technologies and plenty of educational challenges; with opportunities to make a difference.

## EDUCATION

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### University of Michigan

*B.S.E. Computer Science Engineering*

Ann Arbor, MI

May 2007

#### Course Projects

*Senior Design Project* - Wrote a 2d life simulator with a genetic code and the framework for evolution. Simulated various ecologies visually.

*Introduction to Java, Object Oriented Programming* - Wrote the framework for a deniable delivery pseudo-anonymous encrypted p2p communal rating and propagating music network and client, with the purpose of being used for the spread of unknown artists.

*Interactive Computer Graphics* - Wrote a 3d fighter pilot game with a camera rotation system over a dynamic landscape.

*Database Management Systems* - Designed and developed a simple database, component by component in a 3 person team

*ISA design in Computer Organization* - Implemented an assembler and simulator for a pipelined processor according to the custom ISA spec

## EXPERIENCE

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### Apple Inc.

*ProApplications - Aperture Software Engineer*

Cupertino, CA

June 2007 – Present

- Developed in Objective-C using Cocoa and various other Apple frameworks.
- Was responsible for translating book theme templates from Adobe InDesign into a proprietary internal XML format.
- Supported the Aperture 2 and Aperture 3 release through feature development, testing, and bug resolution.

### University of Michigan Solar Car Team

*Executive Committee Member - Strategy Group*

Cupertino, CA

May 2006 – October 2007

- Helped guide the strategy team's software design and production.
- Helped lead the 2 million dollar 150 student team during the Continuum project's development and production phases.
- Architected a 8-host satellite sync network to transfer GPS, vehicle telemetry, weather telemetry, and communications (including a live, deprioritized chat network) that connected vehicles in Australia with base in Ann Arbor.
- Created a live tracking googlemap for the web at large to watch as our caravan drove the race.
- Taught crash course lessons in Java, C#, and basic C++ to roughly 15 non-programmer Engineers.

### Apple Computer Co.

*ProApplications - Software Engineering Intern [Aperture Team]*

Cupertino, CA

May 2006 – August 2006

- Worked in Objective-C to do research for and develop features for Aperture.

### Tecumseh Products

*Noise Vibration Harshness Lab Programming Intern*

Ann Arbor, MI

May 2005 – August 2005

- Tested, maintained, and upgraded a preexisting overlay application written in Visual Basic to enable test automation and data processing between various systems, with database interaction functionality.

### Alcan Automotive

*Mechanical Engineering Intern*

Novi, MI

May 2004 - August 2004

- Developed an artificial aging heating curve to characterize aging for automotive aluminum bumpers.
- Analyzed bumpers and bumper assemblies in different alloys as part of quality control.

### Highschool Student Tutor

*Programming (C/C++), French, Spanish, Math (Geometry, Algebra, Statistics), Science*

Novi, MI

August 2001 - June 2003

## COMPUTER SKILLS

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*Languages:* C++, C, Objective-C, PHP, Visual Basic, C# .Net, Java, HTML/Ecmascript, python, bash, Applescript

*Platforms:* Windows Vista/XP/2000/9x, Unix/Linux, MacOS X/9, Apache, MySQL

*Frameworks:* MooTools, dojo, YahooUI, GWT, jQuery, Greasemonkey, Gears, Cocoa, SproutCore

*Software:* MS VS.net, XCode, MSOffice (VBA), Eclipse, Emacs, Nano, Unigraphics, Hypermesh, I-Deas

## MISCELLANEOUS

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- Fluent in French and Spanish
- Member of the University of Michigan Solar Car Team, Strategy Group
- Who's Who Among American College Students 2003-2004
- National AP Scholar with Honor, National Merit Finalist
- Great interest in learning new things. Self-Taught: Visual Basic, PHP, HTML, Javascript, C#, Python, Perl