

Frederic Barthelemy

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OBJECTIVE

A challenging career in software development. Specifically: a driven, close-knit, agile environment working with new technologies.

WORK EXPERIENCE

doubleTwist Corporation

Mac Software Engineer

San Francisco, CA

June 2009 – August 2009

- Working closely with two engineers, helped architect, develop, and test, the next version of the Mac Desktop Application and it's web-services, moving to reach and surpass feature parity with the version for the Windows platform.

Apple Inc.

ProApplications - Aperture Software Engineer

Cupertino, CA

June 2007 – June 2009

- Developed in Objective-C using Cocoa and various other Apple frameworks.
- Created a tool to translate Adobe InDesign templates into an internal XML format for coffee table book styles.
- 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

Ann Arbor, MI – Los Altos, 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 a home base in Ann Arbor.
- Created a live tracking GoogleMap for the web at large to watch as the caravan drove the race.
- Taught crash course lessons in Java, C#, and basic C++ to roughly 15 non-programmer Engineers.

Internships

Apple Computer Co.

ProApplications – Software Engineering Intern [Aperture Team]

Cupertino, CA

May 2006 – August 2006

- Learned Objective-C while researching and developing features for Aperture.

Tecumseh Products

Noise Vibration Harshness Lab Programming Intern

Ann Arbor, MI

May 2005 – August 2005

- Maintained and upgraded a preexisting application written in Visual Basic to enable test automation and data processing between various systems.

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.

Student Tutor – Highschool level

Programming, French, Spanish, Math, Science

Ann Arbor, MI

August 2001 - June 2003

EDUCATION

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

COMPUTER SKILLS

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

Platforms: Windows Vista/XP/2000/9x, Unix/Linux (BSD/Debian), MacOS X/9, Apache, MySQL

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

Software: MS Visual Studio .Net, XCode/Interface Builder, MSOffice (VBA), Eclipse, Emacs, Nano, Unigraphics, Hypermesh, I-Deas

MISCELLANEOUS

- Fluent in French and Spanish, willing to learn others as available.
- Great interest in learning new things. Self-Taught: Visual Basic/VBA, PHP, HTML, Javascript, C#, Python, Perl