

BENOÎT ORTALO-MAGNÉ

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EDUCATION

University of Illinois Urbana-Champaign

- Major: Bachelor of Science in Computer Engineering
- Semester study abroad spring 2020: ENSEA Paris (GPA: 4.0)
- Relevant Courses: Computer Systems and Programming, Differential Equations, Algorithms and Data Structures, Computer Systems Engineering, User Interface Design, Virtual Reality, Artificial Intelligence

Graduating Dec 2020

GPA: 3.1/4.0

EXPERIENCE

TENEEZ (teneez.com) | Start-Up Cofounder

Oct 2019 - Present

- Cofounder, website team lead, and frontend developer / designer
- 2nd place College New Venture Challenge, accepted into University of Chicago Polsky Accelerator 2020
- Working across disciplines to market, advertise, create contracts, and communicate with customers
- Focusing on shoe rentals, we make expensive/hard-to-get hype shoes affordable/available

Oculo | Software Engineering Intern

Spring Semester 2020

- Coding a Python application to improve ease of use and speed up processing times
- Attending stand-ups, mentoring meetings, and weekly demos to refine my work

John Deere IT Intern | Team DEFCON

Summer 2019

- Testing JDSC using Cypress, Puppeteer, ESLint, and unit tests to ensure production code quality
- Writing bash scripts to organize JD GitHub with Codeowners and Semantic Release
- Working in an Agile environment with Scrum masters, standups, and sprints

MUS-ROVER | Frontend Developer and Designer

Dec 2018 - Present

- Researching music intelligence, the first automatic music theorist that analyzes music from scratch.
- Developing its web application in Angular supporting personalized music education, music style identification, as well as automatic music composition. Deployed in fall 2019 for testing
- Redesigning and debugging existing features, adding new functionality, and polishing the final product

COURSE PROJECTS

Artificial Intelligence | CS 440

- DFS / BFS / A* algorithms, perceptrons, neural nets, and reinforcement learning implemented in Python to solve mazes

Virtual Reality | CS 498vr

- Combining Unity and Oculus products to create and test 3D applications

User Interface Design | CS 465

- Conducting user research and testing to design and create an app

Operating System | ECE 391

- Implementing paging, rtc, pit, file system, I/O (mouse and keyboard), multiple terminal typing and scrolling, context switching, executable files, and system calls in C and x86 assembly to create a kernel from scratch

SKILLS & ACTIVITIES

Software

- Proficient: C++, C, React, Python, Angular, HTML, CSS, JavaScript, x86, Scripting, Docker, Cypress, Git, Linux, C#, NodeJS, PHP, npm, mongoDB, Puppeteer, MATLAB, Java, Unity, and Autodesk

Languages

- English (native), French (native), Spanish (intermediate)

Club Involvement

- Illini Hyperloop (Software Team) – Working with a team to build C++ software for the test pod
- Illini Esports – In-house Overwatch tournament team leader
- Sailing Club – Sailing recreationally as skipper and crew member