

# BENOÎT ORTALO-MAGNÉ

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**GitHub:** [github.com/benoiteom](https://github.com/benoiteom)

## EDUCATION

### University of Illinois Urbana-Champaign

**Graduating Dec 2020**

- Major: Bachelor of Science in Computer Engineering GPA: 3.1/4.0
- 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

## EXPERIENCE

### TENEEZ ([teneez.com](https://teneez.com)) | Start-Up Cofounder

**Oct 2019 - Present**

- Cofounder, website team lead, and frontend developer / designer
- 2<sup>nd</sup> 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