Benjamin Lellouch

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EDUCATION

UNIVERSITY OF SOUTHAMPTON
MEng Computer Science with A.I
2018-2022 | Southampton, U.K.
Expected Grade: First Class
Average Mark: 79%

AIX-MARSEILLE UNIVERSITY
Medecine
2017-2018 | Marseille, France

LYCEE DE PROVENCE
Scientific Baccalaureate with Specialisation in Computer Science
Graduated in July 2017 | Marseille, France
Grade: High Honours

COURSEWORK

THIRD YEAR
Foundations of Machine Learning
Computer Vision (Scene Classification)
Database Query Optimiser
Natural Language Processing

SECOND YEAR
Functional Programming
Language Interpreter
Software Engineering Group Project
Distributed Voting Algorithm
Operating Systems

SKILLS

TECHNICAL SKILLS
Proficient with:
Java • Python • Git
LaTeX• Linux
Familiar with :
C • C++ • Qt/QML
Rust • Tensorflow • NumPy

SOFT SKILLS
Strong:
Bilingual Communication (*English and French*)
Initiative • Leadership

EXPERIENCE

J.P. MORGAN | Software Engineer Intern
Jun 2021 - Aug 2021 | Bournemouth, U.K.
- Developed a framework which enables the creation and testing of natural language rules for the grading of firm-wide controlled vocabulary definitions and model meta-data.
- Analysed term definitions to design rules which detect undesirable patterns (Regex, POS Tagging, Dependency parsing, and word embedding).

J.P. MORGAN | Software Engineer Intern
Jun 2020 - Aug 2020 | Bournemouth, U.K.
- Led a team of interns to develop an LMS (Learning Management System) for the charity RE:ACT UK (formerly Team Rubicon UK).
- Designed REST APIs for Economic Sanction Screening and Fraudulent Transaction Detection.

RAYMARINE | Software Engineer Intern
Jun 2019 - Sep 2019 | Fareham, U.K.
- Overhauled systems diagnostics, adding the ability for users to change the master MFD, calibrate various sensors, view raw device data, and more.
- Designed and implemented a common back-end for the naming of multifunction displays (MFD) and different types of sensors.

TECHNICAL PROJECTS

VISION, LEARNING AND CONTROL GROUP | Dissertation
Sep 2020 - May 2021 | Southampton, U.K.
- Worked with **Dr Kate Farrahi** to develop a model which predicts physical human interactions to improve epidemic modelling.
- Analysed Bluetooth contact networks to identify potential seasonalities in the way humans interact.
- Implemented a Recurrent Neural Network which reduced the number of mispredicted interactions by 61% compared to our baseline.

PORTFOLIO WEBSITE | Personal Project
Summer 2019 - Present
- Designed and implemented a login system and a CRUD to manage my profile, experiences and projects on the website using Rocket, a Rust web framework.
- Wrote a script that automates the building and deployment of the application to Heroku.
- Integrated the application with a PostgreSQL database and an Amazon S3 bucket for the storage of multimedia content.

SOFTWARE ENGINEERING GROUP PROJECT | Coursework
Jan 2020 - May 2020
- Collaboratively developed a GUI Application that helps airport technicians visualise re-declared runway distances when an obstacle is present on the runway.
- Led a team of 5 through 3 sprints, managing the product backlog and assigning tasks to colleagues.
- Organised bi-weekly stand-ups with the team as well as weekly meetings with the Product Owner to discuss progress, issues, steps forwards and to seek feedback.
- Produced technical reports and presentations for sprint retrospectives, held every other week.