BENOÎT ORTALO-MAGNÉ

Developer   Designer   Engineer

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EDUCATION
August 2017 – May 2021

- Computer Engineering – University of Illinois Urbana-Champaign — GPA: 3.1
- Computer Engineering – Study Abroad at ENSEA Paris — GPA: 4.0
- Relevant Courses: Differential Equations, Algorithms and Data Structures, User Interface Design, Computer Systems, VR / AR, AI, Parallel Programming, Computer Architecture

EXPERIENCE

TENEEZ (teneez.com) | Start-Up Cofounder   **Oct 2019 - Present**
- Cofounder, website team lead, and frontend developer / designer
- 2nd place College New Venture Challenge, completed 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, debugging, adding new features, and polishing the final product

COURSE PROJECTS

Computer Architecture | ECE 411 – Working as a team to build a fast, pipelined processor from scratch with five stages and a 4-way pipelined L1 and L2 cache system
Parallel Programming | ECE 408 – Creating and optimizing a parallel convolution program
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
Operating System | ECE 391 - Implementing paging, file system, I/O (mouse and keyboard), terminal typing and scrolling, context switching, and executable files in C and x86 assembly to create a kernel

SKILLS & EXTRACURRICULAR

Coding – React, JavaScript, Python, C++, C, HTML, CSS, Angular, x86, Scripting, Docker, Cypress, Git, Linux, C#, NodeJS, Next.js, PHP, NPM, MySQL, MATLAB, Java, Unity, Adobe XD, and Microsoft Office
Languages – English (fluent), French (fluent), Spanish (advanced)
Club Involvement – Illini Hyperloop (software team), Illini Esports (team member / leader), Sailing Club