

MAGNUS BENNETT

he/him

Student at
DTU






About me

- Currently studying: (MSc) in Human-Centered Artificial Intelligence, DTU
- Job interest: data scientist

Links

-  GitHub
-  LinkedIn
-  My Portfolio Website

Skills

-  Python, SQL, C#, C, HTML, CSS, JavaScript
-  Git, Problem Solving Skills, Data Analysis, Statistics, Algorithms
-  Machine Learning, Py-torch, TensorFlow
-  English, Danish
-  Visual Studio, VS-Code

WORK EXPERIENCE

Teaching Assistant (TA) at DTU

Part-time

FEB 2024 – MAY 2024

- Courses: Symbolic Artificial Intelligence and Numerical Algorithms
- Responsibilities: helped students with exercises, assignments and technical problems
- Extra: helped teacher improve the course

Assistant at Fest of Farver in Lyngby

Part-time

JAN 2020 – MAR 2020

EDUCATION

(MSc) in Human-Centered Artificial Intelligence, DTU

FEB 2024 – AUG 2026 (ESTIMATED)

Current Courses:

- Computational Tools for Data Science
- Machine learning for signal processing
- High-Performance Computing

(BSc) in ARTIFICIAL INTELLIGENCE AND DATA, DTU

AUG 2020 – JAN 2024

Select Courses:

- Introduction to programming and data processing (12)
- Introduction to machine learning and data mining (10)
- Introduction to mathematical statistics (10)
- Project in Statistical Evaluation for Artificial Intelligence and Data (10)
- Database Systems (12)
- Signals and data (12)
- Algorithms and Data Structures 1 (12)
- Machine Learning Operations (BE)

INTERESTING PROJECTS

Offline RL Using Transformers (DTU)

[VIEW MORE AT MY PORTFOLIO WEBSITE \(LINK\)](#)

- Period: fourth semester of bachelor
- Project description: Implementing and extending Offline RL transformer research paper
- My focus: programming and implementation

Cave Cart (Askov Højskole)

[VIEW MORE AT MY PORTFOLIO WEBSITE \(LINK\)](#)

- Period: fall 2019
- Project description: we made a video game called CaveCart as our final group project at the folk-high-school
- My focus: programming level generation in C# and Unity