MAGNUS BENNETT

he/him

Student at
DTU

Personal info

- ✳ 31/07/2000
- ☎ +45 23218281
- ✉ magnus@elgaard.com

Links

- GitHub
- LinkedIn
- My Portfolio Website

Skills

- </> Python, C#, C, HTML, CSS, JavaScript
- 🧰 Git, Problem Solving Skills, Data Analysis, Statistics, Algorithms
- 🤖 Machine Learning, Pytorch, TensorFlow
- 🔤 English, Danish
- 💻 Visual Studio, VS-Code

WORK EXPERIENCE

Fest of Farver Lyngby
Part-time, Assistent

Jan 2020 – Mar 2020

The job was a limited contract for 3 months. I helped service customers and unpack costumes. I learned to work hard, since Fest og Farver is very busy during holidays.

Fakta Virum og Netto Engelsborgvej
Free-time Job, Assistant

2016 – 2018

My first job was a summer job as an assistant and cashier at Netto. Later I worked at Fakta in Virum.

EDUCATION

C. ARTIFICIAL INTELLIGENCE AND DATA , DTU (Bachelor)

Lyngby   Aug 2020 – Now

GPA: 10

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)
- Advanced engineering mathematics 1 (10)

Mat / IT , H. C. Ørsted Gymnasiet (HTX)

Lyngby   Aug 2016 – Jun 2019

GPA: 9.7

Select Courses:

- Matematik A (12)
- Informationsteknologi B (12)
- Programmering C (12)
- Engelsk B (12/10)

PROJECTS

Offline RL Using Transformers (DTU)

View more at my Portfolio Website

During our fourth semester me and my group at DTU made a large machine learning project about offline reinforcement learning using transformers. My main focus on the project was programming. The goal of the project was to replicate the results of a research paper, and build on the research paper to obtain new results.

Cave Cart (Askov Højskole)

View more at my Portfolio Website

In 2019 I attended a Danish folk high school, where I took the game design course. We were a group of three people on the course. We made several games during the course. Cave Cart was the final project, which took a month to make. My main responsibility on the project was programming with C# in Unity.