

BENOÎT ORTALO-MAGNÉ

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EDUCATION

August 2017 – May 2021

- University of Illinois Urbana-Champaign – B.S. in Computer Engineering GPA: 3.1
- Study Abroad at ENSEA Paris – B.S. in Computer Engineering GPA: 4.0
- Courses: Differential Equations, Algorithms and Data Structures, User Interface Design, Computer Systems, VR / AR, AI, Parallel Programming, Computer Architecture
- Club Involvement: Illini Hyperloop (software team), Illini Esports (team member / leader), Sailing

EXPERIENCE

Tata Consultancy Services | Software Engineer Present

- Completed training on Java full stack, Angular, and Node.js; lead two team projects

TENEEZ (teneez.com) | Start-Up Cofounder Oct 2019 – June 2021

- Cofounder, website team lead, and frontend developer / designer
- Focusing on shoe rentals, we make expensive / hard-to-get hype shoes affordable / available
- Analyzed customer data to improve marketing and advertising strategies
- Led our team to deploying a website built with React (JavaScript), Node.js, MySQL, and AWS
- Awarded second place at CNVC and completed the University of Chicago Polksky Accelerator 2020

Oculo | Software Engineering Intern Spring Semester 2020

- Optimized a Python application to improve ease of use and accelerate processing times
- Attended stand-ups, mentoring meetings, and weekly demos to refine my work

John Deere IT Intern | Team DEFCON Summer 2019

- Tested JDSC using Cypress, Puppeteer, ESLint, and unit tests to ensure production code quality
- Wrote bash scripts to organize JD GitHub with Codeowners and Semantic Release
- Worked in an Agile environment with Scrum masters, standups, and sprints

MUS-ROVER | Frontend Developer and Designer Dec 2018 – Dec 2020

- Researched music intelligence, the first automatic music theorist that analyzes music from scratch
- Programmed its web application in Angular supporting personalized music education, music style identification, as well as automatic music composition. Deployed in fall 2019 for testing
- Redesigned, debugged, added new features, and polished 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

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

- React, JavaScript, Python, C++, C, HTML, CSS, Angular, x86, Scripting, Docker, Cypress, Git, Linux, C#, NodeJS, Next.js, AWS, NPM, MySQL, MATLAB, Java, Software Development, Unity, and Adobe XD
- English (fluent), French (fluent), Spanish (advanced)