

MAGNUS BENNETT

he/him

Student at
DTU



Personal info

* 31/07/2000
✉ magnuswork@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, Tensor-Flow
🗣️ English, Danish
🖥️ Visual Studio, VS-Code

WORK EXPERIENCE

Fest of Farver Lyngby

Part-time, Assistant

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.