LORENZO SOLIGO

computer scientist | teacher | knowledge lover

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EXPERIENCE

Software Engineering Intern
Cryptosense

📅 Summer 2019   📍 Paris, France

- I added functionalities to Discovery, a tool that automatically detects misconfigurations and vulnerabilities in TLS and SSH deployments
- I drastically improved Python knowledge and learned how to use common tools in the industry (Black, MyPy, Flake8, ...)
- I learned how to build efficient and secure code
- I participated in code review processes and meetings

Tutor of the Master's Degree in Digital Humanities
Ca' Foscari University of Venice

📅 March 2019 – Current   📍 Venice, Italy

- I teach students a wide range of tools and competences including programming (Python, JavaScript), databases (MySQL), WordPress, data visualization (Flourish, DataWrapper, ...), augmented reality (Wikitude Studio), and best practices in cybersecurity
- I help students with their final projects. Additional tools for text annotation, text analysis, frontend and backend development are needed and I help students learn and exploit them to succeed in their projects
- I learned how to balance domain-specific terms and easily understandable explanations. This greatly improved my way of teaching and explaining concepts

Google Summer of Code Student
Google

📅 Summer 2018   📍 Remote

- After a thorough analysis of all the available tools' pros and cons, I implemented CI/CD pipelines in Kubernetes using Drone
- I improved a deployment plugin for Drone by adding some useful options that were not available out-of-the-box
- I had to meet strict deadlines while graduating from my Bachelor's Degree, which heavily tested my time management skills
- I learned how microservices work and had the chance to experiment with a real cluster
- I was one of the 1,090 successful students out of 25,873 candidates

Research Fellow in Computer Vision
Ca' Foscari University of Venice

📅 2019 – 2020   📍 Venice, Italy

- I worked on the Venice Time Machine project. The goal is to digitize ancient Venetian documents such as wills through a Machine Learning and Computer Vision/Pattern Recognition pipeline.
- I learned how to use Numpy and OpenCV
- I tested the limits of many existent Computer Vision and Deep Learning algorithms for word segmentation

EDUCATION

M.S. in Computer Science
Ca' Foscari University of Venice

📅 Sept 2018 – July 2020

110/110, *somma cum laude*

B.S. in Computer Science
University of Milan-Bicocca

📅 Oct 2015 – July 2018

110/110, *somma cum laude*

PROJECTS ON GITHUB

3D-Laser-Scanner
Python tool that reconstructs 3D objects from videos where a laser beam is projected onto the scene. Developed using Python and OpenCV.

DDPG-PyTorch
Implementation of the DDPG Deep Reinforcement Learning algorithm using Python and PyTorch.

Manifold-Learning-and-Graph-Kernels
Implementation of the Weisfeiler-Lehman graph kernel in pure Python. Usage of the kernel in combination with manifold learning.

N-Queens-Solvers
Classic AI algorithms to solve the n-queens problem: constraint propagation & backtracking, hill climbing, simulated annealing.

SOFT SKILLS

Hard-working   Motivator   Leader
Outgoing   Sympathetic   Willing to learn
Enthusiastic teacher

TECHNICAL SKILLS

Python   C++   JavaScript
Docker   Kubernetes   Virtualization
Reverse Engineering   Security Auditing
Deep Learning   Computer Vision

PUBLICATIONS

📄 Journal Articles

- Calzavara, Stefano et al. (2020). "A Hard Lesson: Assessing the HTTPS Deployment of Italian University Websites". In: *ITASEC 2020, In the proceedings*.

LANGUAGES

Italian
English
German
French