

## CURRICULUM VITAE

Name and age: Lorenzo Foini, 22 yo

Adress: Street Giassone 109, Scanzorosciate, Italy

Email: foini.lorenzo2002@gmail.com

Mobile phone: +39 3392050263

Website: <https://lorenzofoini.altervista.org>

LinkedIn: <https://www.linkedin.com/in/lorenzofoini/>

GitHub: <https://github.com/LorenzoFoini>



---

### EDUCATION

---

Polytechnic University of Milan, Italy:

September 2021 – July 2024

- Program title: Bachelor of Science in Engineering of Computing Systems.
- Graduation grade: 103 / 110.
- Acknowledgment: Best freshmen award academic year 2021/2022.

Bocconi University - Polytechnic University of Milan, Italy:

September 2024 - Now

- Program title: Master of Science in Cyber Risk Strategy and Governance, joint degree.
- Acknowledgment: Cyber Partnership Bocconi Scholarship 2024/2025.

Stafford House, Cambridge, England:

7<sup>th</sup> August 2023 – 1<sup>st</sup> September 2023

- IELTS Intensive course, 19 hours for week.
- Experience abroad aimed at learning English in a university environment.

---

### LANGUAGES

---

- Italian: mother tongue.
- English: 7.0 IELTS Academic (7.0 listening, 8.0 reading, 6.0 writing, 6.0 speaking).
- Spanish: entry level.

---

### PROGRAMMING LANGUAGES AND APPLICATIONS

---

- |        |                    |                |
|--------|--------------------|----------------|
| • C    | • C++              | • HTML and CSS |
| • JAVA | • Python           | • SQL          |
| • VHDL | • Microsoft Office | • MATLAB       |

---

## UNIVERSITY PROJECTS

---

- Management of Highway service stations (C language):
  - Insertion and removal of service stations in a data structure.
  - Insertion and removal of electric cars in a service station.
  - Planning the path from a station to another crossing as few of them as possible without stopping.
- “Uno” card game (C++ language):
  - Design and implement of “Uno” card game by Mattel.
  - Features: multiplayer with colored textual interface.
- “Codex Naturalis” game (JAVA language):
  - Design, verify, document and implement, according to an object-oriented approach, of “Codex Naturalis” game by Cranio Creations
  - Features: multiplayer, distributed, with graphical interface.
- Realization of a hardware module (VHDL language):
  - Implementation of a hardware module that interfaces with a memory.
  - The module reads a sequence of data with errors from memory and writes the correct sequence to memory with a credibility level.

---

## INTERNSHIP

---

Social Thingum, Milan, Italy:

- Period and hours: 12<sup>th</sup> February 2024 – 17<sup>th</sup> May 2024, 416 hours.
- Position: AI engineer.
- Formative objectives:
  - Study of Facebook DPR’s paper for understanding how to improve its performance and subsequent fine-tuning.
  - Definition of a new graph-based DPR model to achieve a new state of the art.
- Website: <https://www.socialthingum.it/>

---

## HOBBIES AND OTHER ACTIVITIES

---

- Football: Since I was 8 years old until now.
- Gym: From February 2023 until now.
- On Saturday mornings, I help students from my old high school in computer science, maths and physics.