

Long Zhou

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M.Sc, Politecnico di Milano, Milan, Italy

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RESEARCH INTERESTS

Few-shot learning, Vision-language, Representation learning, Self-supervised Learning, Medical image processing.

EDUCATION

Politecnico di Milano [📍](#), Milan, Italy

Sept 2022 — Ongoing

Master of Science in Computer Science and Engineering - AI

Cumulative GPA: 28/30

Joint master program (**Alliance4Tech** [📍](#)) with full fellowship in collaboration with:

CentraleSupélec - Université Paris-Saclay [📍](#), Paris, France

Mar 2024 — Jul 2024

Technische Universität Berlin [📍](#), Berlin, Germany

Oct 2023 — Mar 2024

Relevant courses: Deep Learning, Machine Learning, Foundation of AI, Natural Language Processing

Università degli studi di RomaTre [📍](#), Rome, Italy

Sept 2019 — Jul 2022

Bachelor of Science in Computer Science and Engineering

Final Grade: 110/110

Mediterranean Machine Learning Summer School 2024 [📍](#), Milan, Italy

Sept 2024

Hosted by Google DeepMind. Acceptance rate: ~ 20%.

ACADEMIC EXPERIENCE

Université Paris-Saclay - Center for Visual Computing [📍](#)

Paris, France

Research Intern — Supervised by Prof. Jean-Christophe Pesquet

Mar 2024 — Present

— Collaborated with Prof. Ismail Ben Ayed - Prof. Mounir Kaaniche

- Worked on few-shot learning, medical image processing, whole-slide images, medical foundation models, algorithm unrolling.

Università degli studi di RomaTre - Computer Networks Laboratory [📍](#)

Rome, Italy

Student Researcher — Supervised by Prof. Giuseppe di Battista

Mar 2022 — Jul 2022

- Authored RPKI-Sharp, a decoding tool in C# for the parsing of RPKI infrastructure's certificates (ROA, CRL, MFT) and conducted a comprehensive examination of the last decade's evolving development status of the RPKI infrastructure [Code] [📍](#).

PUBLICATIONS / PREPRINTS

L. Zhou, F. Shakeri, A. Sadraoui, M. Kaaniche, J-C. Pesquet, I. Ben Ayed. *UNEM: UNrolled Generalized EM for Transductive Few-Shot Learning*.

SIDE PROJECTS

Treasure Hunter Independent project - Python - Reinforcement learning - [Code + demo] [📍](#)

2023

- Implemented reinforcement learning techniques for adaptive pathfinding and obstacle avoidance in a visually simulated game environment.

Pagerank Python - Graph - [Code] [📍](#)

2023

- Reimplemented the basic Google's PageRank algorithm for webpage ranking, ensuring high performance through rigorous testing on diverse graphs up to 25.000 edges

SKILLS

- **Programming:** Python, C#, Java, C.
- **Frameworks:** PyTorch, OpenCV, Huggingface, Pandas, NumPy, Matplotlib, Seaborn, Jax.
- **Languages:** Italian (Native), Chinese (Native), English (Proficiency)

REFERENCES

Jean-Christophe Pesquet (Distinguished Professor at CentraleSupélec - Inria) - Email: jcpesquetpro@gmail.com

Mounir Kaaniche (Associate Professor at Sorbonne University) - Email: mounir.kaaniche@gmail.com