

Benedetto Lozzano

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EDUCATION

University of Illinois at Urbana-Champaign
Information Sciences + Data Sciences

Estimated Graduation: May 2028
James Scholars Honors Program

EXPERIENCE

Machine Learning Research Assistant
Fairleigh Dickinson University

Jun 2024 – Nov 2025
Teaneck, NJ

- Compared image segmentation algorithms on maize leaf lesions using Open-CV for use in image to graph conversion techniques
- Utilized Pytorch Geometric to build compare the performance of Graph Neural Networks on a GAN augmented ISIC 2019 to improve upon existing CNN based classifiers
- Implemented a Graph Attention Network with a custom attention aggregation scheme to evaluate the potential of attention mechanisms in graph based computer vision

Data Science/Software Developer Intern
Beiersdorf

Oct 2024 – Jun 2025
Florham Park, NJ

- Created a dynamic UI for image analysis to quantify skin hyperpigmentation and aid in the development of sunscreen products using Matplotlib and Tkinter
- Integrated AI into the finalized analysis system with Google's Mediapipe library, and boosted performance by 25% with the addition of threading
- Generated professional, modular code and gave clear, insightful presentations to Florham Park division on the workings and contributions of implemented system
- Gained proficiency working with the Linux operating system in work laptop and computer terminals

Skin Disease Identifier Application - Project Team Leader
SIGAIDA at UIUC

Sept 2025 – Dec 2025
Urbana-Champaign, IL

- Led a team of 12 students in making an app to identify common skin diseases using various computer vision and image processing techniques.
- Coordinated efforts in data searching, cleaning and organization
- Oversaw and contributed to the development of the user interface in React Native and the Flask API endpoints
- Assembled modular pieces into final data pipeline and presented the finished product with group members

Data Dive Competition
Illinois Data Science Club

Nov 2025 – Dec 2025
Urbana-Champaign, IL

- Placed 2nd out of 50 teams in a data-focused hackathon-style competition lasting 8 weeks.
- Conceptualized and developed Leo, a product designed to give feedback on oral presentations.
- Contributed the gaze tracking module using pretrained CNNs and parts of the emotional analysis module using LLM encoding and vector databases

Agentic Healthcare Project Developer
RAG at UIUC

Sept 2025 – Dec 2025
Urbana-Champaign, IL

- Worked on a small team to create an Agentic AI Healthcare Application that can offer a preliminary diagnosis of an illness based on user described symptoms
- Created a web scraper with Selenium and the Bart LLM model for classification through the HuggingFace library to retrieve relevant medical information from MSDManual
- Built a system to retrieve relevant information from a scraped database in order to feed to the LLM and cite for credibility using vector encoding and keyword search

TECHNICAL SKILLS

Languages: Python, Swift, Java, JavaScript

Frameworks & Libraries: PyTorch, TensorFlow, HuggingFace, OpenCV, MediaPipe, React Native, Flask

Tools & Platforms: Git, Linux, Windows, MacOS

Domains: Machine Learning, Computer Vision, Large Language Models (LLMs), Data Analysis