Alessandro Lorenzi

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Education

Master Degree in Artificial Intelligence Systems

Sept 2023 - current

University of Trento, Italy

Bachelor Degree in Computer Science

Sept 2020 - July 2023

University of Trento, Italy

 \circ Thesis title: Design and development of management software.

Experience

IT Consultant and Developer

Trento, Italy

 $Dream \ S.R.L.$

Sept 2022 - Sept 2024

- Supporting business consulting with a focus on digital transformation projects, including process modernization projects and the creation of custom management solutions tailored to client needs.
- Work primarily on the development of software systems and client applications.

Developer and Video scouting

Torrebelvicino, Italy Jan 2020 - July 2023

Avolley GSP Torrebelvicino

- Sports scout for volleyball club: video processing and advanced statistics.
- Technical and front-end development manager for internal applications in a sports club.

Projects

Motion Capturing

github folder 🗹

- o Create dynamic 3D models of skeletons and rigid bodies from motion data.
- Mitigate flickering and inconsistencies in motion caused by marker loss.
- o Tools used: Python, Unreal Engine 5, and Blender

Improving Model Robustness with Test-Time Augmentation (TTA)

github folder

- Implement and apply Test-Time Augmentation (TTA) techniques for enhancing model robustness and improving accuracy during inference.
- Evaluated model performance with and without TTA, demonstrating improved accuracy and stability.
- o Tools used: Python, PyTorch, TensorFlow, Keras

Job-shop scheduling (Industrial AI Challenge. Client company: LeMur)

- o Optimize job scheduling and machine assignments, addressing constraints like machine compatibility, maintenance, operator shifts.
- Incorporate evolutionary algorithms for refining solutions, including handling overlapping operations.
- Provide an interactive GUI for input/output management and schedule visualization through Gantt charts.
- o Tools used: Python, Google's OR-Tools, and advanced algorithmic frameworks.

CLIP on Low-Resource Vision

- Address class imbalance in low-resource datasets in context of few-shot learning.
- Evaluate and experiment advanced fine-tuning techniques to handle the long-tail data distribution issue, through complex metrics and visualization analysis.