Lorenzo Palloni

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Education

- Master's degree, Computer Science 110/110
 - University of Florence (Oct 2018 Apr 2023)
 - Thesis: "Optimization Techniques of Deep Learning Models for Visual Quality Improvement"
- Bachelor's degree, Statistics, 107/110
 - University of Florence (Sep 2015 Oct 2018)
 - Thesis: "A new Python package for Feedforward Neural Networks"

■ Work experience

- Machine Learning Engineer in Research at Henesis, Jul 2022 Present
 - At Henesis, I contributed to a computer vision research project sponsored by a
 prestigious global client in the automotive industry. My work primarily focused on
 instance segmentation and unsupervised anomaly detection tasks. In my role, I followed
 a comprehensive work cycle that included conducting literature reviews, selecting stateof-the-art techniques to address specific problems, implementing the chosen approaches
 within the company's machine learning infrastructure, and training and validating the
 models using mainly PyTorch. In the end, I optimized and deployed the most effective
 solutions, meeting project requirements and ensuring funder satisfaction.
- Data Scientist at Swiss Reinsurance Company Ltd., May 2020 Sept 2021
 - My primary responsibility involved developing the Swiss Re ADAS risk score, which assessed the relationship between a client's car safety systems and the standard objectives of an insurance company (i.e., claim frequency, severity, and paid losses). To do this, I designed an automated end-to-end pipeline that could handle customizable analyses, from raw similarly-structured data to a final product, using Python, PyTorch, R, PySpark, SQL, Git, and other technologies. The primary models considered during the analysis were GLMs (Generalized Linear Models) with Neural Networks used as feature-extractors, and GBDT (Gradient Boosting Decision Trees).
 - Additional responsibilities included:
 - Assuming a steering role in a partnership project with ETH Zurich.
 - Serving as a deputy in a European project focused on ADAS (Advanced Driving Assistant System).

Selected projects

- goa (Global Optimization Animations) [Python, numpy, matplotlib]
- Entity Embedding of Categorical Variables implementation [Python, TensorFlow 2.0]
- Convolution operation for images filtering [CUDA/C++]
- pytorch-acai-wae [Python, PyTorch]
- wl-graph-kernels [Python]
- quicknn [Python, TensorFlow 1.11]
- yasa [C++, Docker]

Interests

As a Machine Learning Engineer, I thrive at the intersection of industry and academia, embracing research and engineering with equal fervor. My passion lies in implementing innovative solutions, contributing to open-source projects, and collaborating in multicultural environments to develop products that have a positive impact on the world.

My academic and professional experiences have deepened my passion for Statistics, Computer Science, and Mathematics, with a special emphasis on Machine Learning applications.

Beyond my professional pursuits, I enjoy staying active through weighted calisthenics, expanding my knowledge with non-fiction books on personal development and psychology, embracing my adventurous side with skateboarding, and indulging in my love for techno music.