Lorenzo Sonnino

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PERSONAL DATA

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Date of Birth: August 1999

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EDUCATION

2021 - 2023	Keio	University,	Tokyo, Japan.

Master Degree Computer Science, enrolled in the Amano-Kondo Lab.

2020 - 2023 Catholic University of Louvain (UCLouvain), Louvain-La-Neuve, Belgium.

Master Degree Electrical Engineering.

2017 - 2020 Catholic University of Louvain (UCLouvain), Louvain-La-Neuve, Belgium.

B.Sc. Engineering option in Electronics and Computer Science.

2011 - 2017 Institut Saint-Boniface Parnasse, Brussels, Belgium.

Secondary School, Orientation: Latin - Mathematics.

EXPERIENCES

2016 -	2017	Mini	Entreprises
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Enterpreneurial Skill Pass

2011 - 2017 Water-Polo Player, Royal Ixelles Swimming, Club (RISC).

Member of the water-polo team ROYAL IXELLES SWIMMING, CLUB

2011 - 2016 Water-Polo Player, Swimming Club Calypso (SCC).

Member of the water-polo team SWIMMING CLUB CALYPSO

2007 - 2017 Musical instrument, Flute player.

Flute student at the Academie d'Ixelles

2003 - 2012 **Swimming**, Cercle de Natation d'Ixelles (CNI).

Member of the swimming team Cercle de Natation d'Ixelles

Summer vacations Private tutor

Mathematics and Computer Science tutor

LANGUAGES

French: Native English: Intermediate (B2) Japanese: Very basic

Italian: Native Dutch: Scolar Level (B1)

Computer Skills

Simulation Software: Synopsys DesignCompiler NX, Cacti, Timeloop/Accelergy, Intel Quartus Prime, Intel

ModelSim, LTSpice, MathWorks Matlab.

Programming Languages: Python, C, SystemVerilog, Java, Matlab, zsh/Bash/Shell, SQL amongst other.

Familiar Libraries: numpy, scipy, PyTorch, TensorFlow, imageio, scikit-learn, opency amongst other.

Other Software: Docker, Git, LATEX, JetBrains suite, Microsoft Office PowerPoint, Adobe Illustrator,

Blender, The Foundry Nuke.