Lorenzo Sonnino

https://www.linkedin.com/in/lsonnino

PERSONAL DATA

Address: Brussels, Belgium | Yokohama, Japan

Date of Birth: August 1999

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EDUCATION

2021 - 2023 Keio University, Tokyo, Japan.

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

2020 - 2023 Université Catholique de Louvain (UCLouvain), Louvain-La-Neuve, Belgium.

Master Double Degree Electrical Engineering.

2017 - 2020 Université Catholique de 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

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

Simulation Software: Synopsys DesignCompiler NX, Cacti, Intel Quartus Prime, Intel ModelSim, LTSpice,

MathWorks Matlab.

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

Other Software: LATEX, JetBrains suite, Microsoft Office PowerPoint, Adobe Illustrator, Blender, The

Foundry Nuke.