Lorenzo Sonnino

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

PERSONAL DATA

Address: Brussels, Belgium | Yokohama, Japan

DATE OF BIRTH: August 1999

PHONE NUMBER: +32 486 66 23 09 | +81 70 3302 4366

> Contacts: lsonnino@acsl.ics.keio.ac.jp | https://github.com/lsonnino

EDUCATION

2024 - 2027 Keio University, Tokyo, Japan.

PhD student in Computer Architecture under the supervison of Prof. M.

Kondo.

2023 - 2024 Keio University, Tokyo, Japan.

Independent researcher in COMPUTER ARCHITECTURE with the KONDO LAB.

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 - 2020Catholic 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

2021 - 2023 Judo Club, Keio University's Judo club.

Summer vacations Private tutor, Mathematics and Computer Science

2016 - 2017 Mini Entreprises, Enterpreneurial Skill Pass

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

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

2007 - 2017 Musical instrument, Flute player at Academie d'Ixelles.

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

Languages

French: Native ENGLISH: Advanced (C1) Japanese: 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.

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

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

Docker, Git, IATEX, JetBrains suite, Microsoft Office PowerPoint, Adobe Illustrator,

Affinity v2 suite, Blender, The Foundry Nuke.

Publications and conferences

- 2024 DATE'24, DAISM: Digital Approximate In-SRAM Multiplier-based Accelerator for DNN Training and Inference Lorenzo Sonnino, Shaswot Shresthamali, Yuan He, Masaaki Kondo
- 2022 **SWoPP22**, An SRAM-Based Approximate Digital Multiplier for DNN Acceleration Lorenzo Sonnino, Shaswot Shresthamali, Yuan He, Masaaki Kondo