



# Noli Manzoni

Master Student in Artificial Intelligence

- October 29, 1994
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Switzerland
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- Swiss
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## Social Network

- [linkedin.com/in/nolimanzoni/](https://www.linkedin.com/in/nolimanzoni/)
- [github.com/raikilon](https://github.com/raikilon)

## Languages

- Italian
- English (C1/C2)
- French (B2/C1)
- German (A2)

## Hard Skills

- Machine Learning
- Data Analysis
- Python, C++ and Java
- Computer Graphics
- Game Development
- Image Analysis

## Soft Skills

- Strategic Thinker
- Organised
- Problem-solver

## Working Experience

- 07.2019 - 08.2019 **Database Developer** Caritas Ticino  
Maintenance of a database for the Community Service of Caritas Ticino - Switzerland Civilian Service
- 07.2018 - 09.2018 **Database Developer** Caritas Ticino  
Design and development of a database for the Community Service of Caritas Ticino - Switzerland Civilian Service
- 2010 - 2014 **Software Developer** IT Division Municipality of Lugano  
Apprenticeship as a computer scientist specialising in application development

## Education

- 2018 - now **Master of Science in Informatics** Università della Svizzera italiana  
Master with major in Artificial Intelligence
- 2015 - 2018 **Bachelor of Science in Computer Science** Berner Fachhochschule  
Bilingual Bachelor (French/German) with specialisation in Computer Perception and Virtual Reality.  
4.0 Specialisation GPA / 3.37 Overall GPA
- 2010 - 2014 **Federal Diploma of Vocational Education and Training** CPT Locarno  
Computer science with focus on application development

## Extra Diplomas

- 2018 Cambridge First Certificate in English Level C1 Cambridge Assessment
- 2018 Certificate Specialisation Management Berner Fachhochschule

## Theses

- 2018 **Logos Recognition for Webshop Services**  
*Noli Manzoni*  
Graduation Theses Book - Berner Fachhochschule

## Awards

- 2018 Winner of a merit based scholarship for students admitted to the first year of a USI Master programme Università della Svizzera italiana
- 2018 Winner of a merit based scholarship Fondazione Zonta Club Lugano
- 2014 Best computer science results CPT Locarno Fondazione Luigi Brentani

## Extra-Curricular Activities

- 2014 - 2015 **Military service as infantry tank driver** Swiss Armed Forces  
The mandatory service was completed in July 2019

# Nolì Manzoni

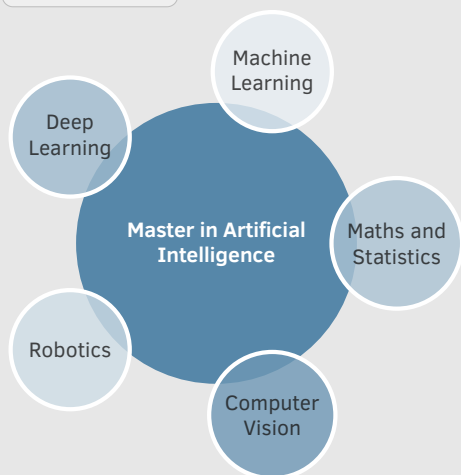
Master Student in Artificial Intelligence

## About Me

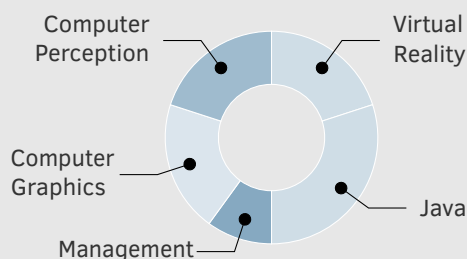
I am an enthusiastic and focused student who is really passionate about Machine Learning, Artificial Intelligence and Computer Graphics with extensive knowledge of programming.

## Expertise

### Master skills



### Bachelor skills



## Libraries & Tools

- > TensorFlow
- > Scikit-learn
- > OpenGL
- > Unity
- > OpenMP
- > Git
- > OpenMPI
- > Matlab
- > Pandas
- > Numpy

## Certified Skills

2015

### Municipality of Lugano - IT Division

- Architectural concepts of Web based applications
- Development of web-based applications based on J2EE technology
- Software development and management processes: analysis, design, implementation, testing, production and support
- Development of a series of test packages integrated with continuous building tools
- Web application development in PHP5
- Implementation of Web Standards such as XHTML, CSS, Javascript

## Portfolio

More detailed descriptions are available at my personal page.

2019

### Adult Income Prediction

Pre-processing and analysis a data-set of demographic characteristics of people to build a model to forecast the income

2018

### Text Generation

Using a long short-term memory network to predict the next textual character given a sequence of characters to generate chunks of text

2018

### WebGL Showcase

Design and development of a little scenario with animated objects, moving camera and day/night light simulation. The scene have reflections, shadows and textures

2018

### English-Spanish Translator

Implementation of a Neural Machine Translation using an encoder-decoder model with attention mechanism for phrase-based translation

2017

### Yab Sliveroath's Quest

Game with random generated maze, special texture and two types of game views, normal and isometric. The maze is floated with water cycles and the player need to collect as many coins as possible

2017

### RPiHSM - Hardware Security Module

Research of which extent off-the-shelf Internet of Things module can be programmed to function as an HSM and development of a proof of concept with it