Nolì Manzoni

Master Student in Artificial Intelligence

- October 29, 1994
- Via Cantonale 12b
  6942 Savosa (TI)
  Switzerland
- +41 79 136 42 83
- Swiss
- https://raikilon.github.io/
- nolimanzoni94@gmail.com

Social Network

- linkedin.com/in/nolimanzoni/
- 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**
Nolì 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
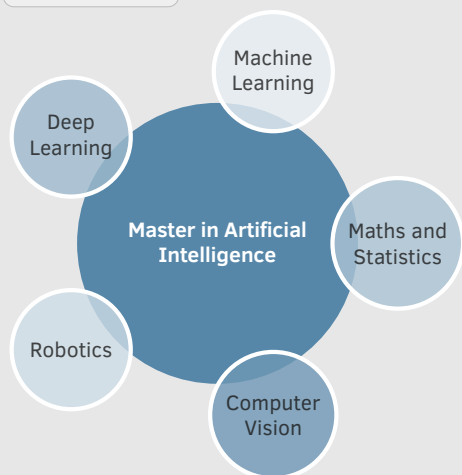The mandatory service was completed in July 2019

Nolì Manzoni

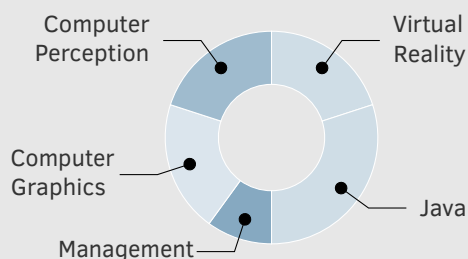Master Student in Artificial Intelligence

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

Machine Learning · Deep Learning · Master in Artificial Intelligence · Maths and Statistics · Robotics · Computer Vision

Bachelor skills

Computer Perception · Virtual Reality · Computer Graphics · Java · Management

Libraries & Tools —

> _ TensorFlow

> _ Scikit-learn

> _ OpengGL

> _ 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 prediction 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 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**
Random generated maze with two types of game views, normal and isometric with a special texture. 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