Lorenzo Germano

lorenzogermano1@outlook.it | linkedin.com/in/lorenzogermano | github.com/jwings1 | lorenzogermano.pages.dev

Skills

Language: Python (PyTorch Lightning, OpenCV, Pillow), SQL, Git
Gen AI: Ollama, LangChain, HuggingFace (Transformers)
MLOps: Azure, GCP, MongoDB, W&B
Communication: Italian (C2), English (C1), German (B2), French (B1)

Experience

I&F AI Decision Science Analyst, Accenture - Strategy & Consulting – Milan, IT   Present

- Led a team of 12 analysts to win a company hackathon against 11 competing teams, developing the most effective AI agent using proprietary tools

- Supervised a team of 2 interns in the development of a customized reality engine combining gen AI foundation models and a specialized architecture for real-time monitoring at a client's ship facility

- Developed custom agentic architectures (RAG) for workflow automation in the PA and Telecom industries

- Prototyped and presented new service offerings directly to clients

Research Exchange, ETH Zurich - Computer Vision Lab – Zurich, CH   Aug 2023 – Jan 2024

- Developed a novel 6-DoF object tracking framework for human-object interactions in monocular RGB video, under the supervision of Xi Wang, Gurkirt Singh, and Prof. Luc Van Gool

- Studied fundamental concepts in CV, including perspective transformation and human body modeling

- Configured cluster computing environments (SLURM, CUDA, GPU), containerized applications (Docker, Singularity), and version control systems (Git, GitLFS) to ensure reproducible and maintainable research

- Debugged, profiled, visualized, and monitored multiple experiments on object tracking techniques based on human-object interaction, including data loading, training, and inference

Research Collaborator, TU Munich - Dynamic Vision and Learning Lab – Munich, DE   Mar 2023 – Apr 2023

- Joined Prof. Laura Leal-Taixé's lab to adapt the SUSHI multi-object tracker to multi-camera tracking

Analyst, &Now – Copenhagen, DK   Oct 2022 – Jan 2023

- Developed AI solutions that reduced operational costs by 15%, improving client profitability

Machine Learning Engineer, UDU – Copenhagen, DK   Aug 2022 – Jan 2023

- Developed and deployed a time series classifier with 95% accuracy, enhancing user interaction in gaming and increasing user engagement by 30%

- Led system testing and data collection of 3,000 instances

- Supported marketing and funding activities for the UDU CONSOLE project through a kickstarter.com campaign that raised $10,000

Analyst, PipeIn – Turin, IT   Mar 2022 – Apr 2022

- Developed anomaly detection algorithms for predictive maintenance of gas, oil, and water pipelines

Education

Technical University of Munich – Master of Science in Mathematics in Data Science   Apr 2024
ETH Zurich – Research Exchange at the Computer Vision Lab   Feb 2024
Turin Polytechnic – Bachelor of Science in Physical Engineering   Sep 2020