

Lorenzo Germano

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

Technical Skills

ML & Data Dev: Python 3 (PyTorch, Lightning, LangChain), SQL, vLLM
Dev Ops: Git, Docker, Claude SDK, Cloud Platforms (GCP)
Communication: Italian (C2), English (C1), German (B2), French (B1)

Professional Experience

Industry & Enterprise Analyst, Accenture - Reinvention Partners – Milan, IT Present

- Implemented an enterprise-grade platform for a €5B-market-cap publicly listed utility company, leveraging natural language inference to automate IT service operations, including incident, request, change, backup, and access management processes
- Delivered an AI-driven operational-planning solution automating terrain analysis and route recommendation, extended with 2D/3D scenario modeling and real-time situational awareness from geolocated video
- Architected an agentic multimodal platform ingesting audio/text to auto-generate reports, presentations, spreadsheets, and emails via an LLM orchestrating search, database, and automation modules in a secured environment
- Delivered 5+ client-facing POC demos with reasoning, multimodal, and agent-based architectures to clients in the Public Service area, including a €13B+ national postal/financial group and a €7B telecom operator
- Led a team of 12 analysts to secure first place in a practice-wide hackathon (12 teams total) by designing an agentic architecture orchestrating 10+ internal tools
- Mentored 2 interns in building a customized reality engine using foundation GenAI models for real-time monitoring deployed to 3 pilot facilities, cutting alert latency by 70%

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 for multi-camera tracking

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

- Developed and deployed a time series classifier with 95% accuracy, creating end-to-end applications that enhanced user interaction in gaming and increased engagement by 30%
- Led system testing and data collection of 3,000 instances

Education

Anthropic – Claude Certified Architect: Professional & Foundations	Sep 2026
Accenture × AI Aspire – Titanium Engineer Bootcamp, EMEA Cohort	Jul 2026
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