

Lorenzo Balzani

NLP ENGINEER | MSc STUDENT IN AI @ UNIVERSITY OF BOLOGNA

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Summary

I am an NLP Engineer with a strong foundation in Computer Science and Engineering. Currently, I am a dedicated 2-year MSc student in Artificial Intelligence at the University of Bologna, striving to delve deeper into the realm of AI and NLP. Alongside my academic pursuits, I've actively engaged in practical NLP research. I'm passionate about leveraging the power of AI and NLP to drive innovation and solve complex challenges.

Work Experience

NLP Engineer

PROMETEIA

Leveraging the power of natural language to drive innovation and enhance user experiences.

Bologna, Italy

Oct. 2023 - Present

Co-Founder

TRIPFLOW

Architected and engineered robust AWS infrastructure using technologies like Amplify, EKS, Beanstalk, Serverless Lambda, S3, DynamoDB, and CodePipeline. I also led React frontend development with Typescript and Vite.

Milan, Italy

Apr. 2023 - Oct. 2023

Machine Learning Scientist

BONIAL GERMANY · INTERNSHIP

Researched new methods to extract a subset of tags (35K+) from brochure images (12M+) by applying cutting-edge CV and NLP techniques, leveraging the AWS ecosystem, HuggingFace, and PyTorch Lightning.

Berlin, Germany

Summer 2022

Undergraduate NLP researcher

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING, UNIVERSITY OF BOLOGNA

Advanced the *state-of-the-art* of biomedical Event Extraction (Natural Language Understanding) and Graph Verbalization (Natural Language Generation) tasks by researching novel *Text2Text* approaches. As a result, I co-first authored "Text-to-Text Extraction and Verbalization of Biomedical Event Graphs" at **COLING 2022**.

Bologna, Italy

Oct. 2021 - Oct. 2022

Software Engineer

MAGNEWS, DIENNEA · INTERNSHIP

Coded and bug-fixed an open-source distributed NoSQL database (HerdDB) using Java in an Agile environment.

Faenza, Italy

Feb. 2021 - Apr. 2021

Education

MSc in Artificial Intelligence

UNIVERSITY OF BOLOGNA

- Natural Language Processing and Text Mining.
- ML and Deep Learning.
- Image processing and Computer Vision.
- Complexity Theory, Computability, and Undecidability.
- Search strategies and automated planning.
- Probabilistic graphical modelling with Bayesian networks.

Bologna, Italy

Present

BSc in Computer Science and Engineering

UNIVERSITY OF BOLOGNA

- Main topics: Software Engineering, Computer Architecture, Data-Intensive Applications, Web Applications, Databases, and Math.
- Technologies: Python, Java, C, Git, SQL, HTML, Javascript, React, HuggingFace, LaTeX.
- The dissertation focused on NLP. I worked on verbalizing biomedical events that were extracted from scientific papers.

Bologna, Italy

Sep. 2018 - Oct. 2021

Extracurricular

MOOC certificates

COURSERA E-LEARNING PLATFORM

- Build, Train, and Deploy ML Pipelines using BERT by AWS. May 2022.
- AWS Cloud Technical Essentials by AWS. Apr. 2022.
- Introduction to Machine Learning in Production by DeepLearning.AI. Jan. 2022.

Virtual

2022 - Present