

Lorenzo Palaia

SOFTWARE ENGINEER · COMPUTER AND AUTOMATION ENGINEERING GRADUATE

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Work Experience

Reply

Rome, IT

TECHNICAL LEAD

Jan 2026 - Present

- Analyzed **client requests**, estimated developments, **planned** sprints, and **coordinated** a team of developers to deliver high-quality features
- Handled **production releases** to ensure smooth deployments and **minimal downtime** for critical applications
- Developed **AI agents** integrated with **company knowledge base** to streamline access to internal documents

Reply

Rome, IT

FULL STACK SOFTWARE ENGINEER

Sep 2025 - Dec 2025

- Developed **enterprise applications** for company management systems, implementing **Angular frontend** and a scalable backend leveraging a Backend-for-Frontend (BFF) pattern, orchestrated via **Apache Camel** and Kafka
- Managed and **closed 100+ incidents per month**, implementing fixes for **payment processing systems** and authentication workflows

Freelance

SOFTWARE DEVELOPER

2019 - Present

- Engineered websites and applications for over 5 private and corporate clients, delivering solutions including **landing pages**, **bots** and **trackers**
- Collaborated with clients to **analyze** requirements, **propose** innovative ideas, **document** solutions and **maintain** software post-release

Education

Sapienza University of Rome

Rome, IT

BSC IN COMPUTER AND AUTOMATION ENGINEERING

Mar 2024

- Excelled in **Operative Systems**, **Functional Programming**, **Programming Techniques** (4.0 GPA with honors)
- Mastered **Data Structures & Algorithms**, **Software Design**, **Parallel Computing**, **Electronics**, **Web Development** (4.0 GPA)

Side Projects

Neural Style Transfer & Genre Classification

GitHub Repo

BSC GRADUATION THESIS

- Applied Neural Style Transfer and phase reconstruction techniques to spectrograms of audio sources, reducing **output noise** by **90%**
- Achieved over **90% precision** in genre classification using 4 different machine learning models, optimizing via data augmentation

Blocktracr

GitHub Repo

FULLSTACK PROJECT

- Built a fullstack platform to monitor crypto wallets across **100+ exchanges**, integrating CCXT API to retrieve user data and coin prices
- Architected a **secure data pipeline**, storing user data in Supabase and optimizing security with **asymmetric encryption**

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GitHub Repo

FULLSTACK PROJECT

- Integrated **GitHub API** with authenticated requests, implementing **server-side caching** to reduce API requests by **40%** and prevent rate limits
- Delivered **UI** and **UX** by adhering to core frontend principles, following a minimalistic approach and reducing page load time to **0.3 seconds**

Extra Activities

Open Source Contributions

GITHUB

Jan 2024 - Present

- Contributed to **10+** projects, focusing on **UI/UX enhancements**, **feature development**, performance optimization and codebase refactoring

Sapienza Flight Team - AUVSI SUAS competition

Rome, IT

COMPUTER VISION SOFTWARE ENGINEER

Sep 2021 - Oct 2022

- Collaborated in a subteam of 5 within a 60-member team earning a **15th** position out of 71 entries for the **Technical Design Paper**
- Developed **object detection** and **terrain mapping** systems for a UAV, training YOLOv5/EfficientNet models with custom datasets
- Designed and implemented **communication protocols** between UAV and Ground Station from scratch, developing a Flask-based API

Skills

Programming Languages Python, TensorFlow, Keras, Java, Typescript, React, Next.js, Tailwind, Spring Boot, Angular, Node.js, PostgreSQL, Docker
Italian, English