

Giovanni Lion

Generative AI Engineer

Experienced Machine Learning Engineer, with specific focus on Generative AI. Proficient in multiple platforms, languages, and embedded systems. Experienced with the latest LLMs and diffusion models. Able to effectively self-manage during independent projects, as well as collaborate as part of a productive team.

Contact

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Skills

★★★★★ LLMs
★★★★★ Python
★★★★★ Docker
★★★★★ Linux
★★★★☆ Git
★★★★☆ Node.js
★★★★☆ MongoDB
★★★☆☆ Agile

Experience

PART-TIME VISITING LECTURER THE HONG KONG POLYTECHNIC UNIVERSITY, SCHOOL OF DESIGN, HONG KONG

September 2019 – Present

- Conducted doctoral research and published scholarly papers on the topic of Generative AI, resulting in invitations to present at international conferences.
- Developed a real-time TensorRT accelerated img2img pipeline using webrtc, StableDiffusion and docker: <https://github.com/venetanji/videosd>
- Developed workshops and tutored students and professionals, helping them to better integrate Generative AI tools in their creative workflow.
- Coordinated and facilitated group projects, teaching students how to work together and communicate effectively.

PROJECT ASSOCIATE THE HONG KONG POLYTECHNIC UNIVERSITY, SCHOOL OF DESIGN, HONG KONG

September 2017 – July 2019

- Collaborated with school staff to develop and implement extracurricular activities and resources to support student learning.
- Developed and taught innovative courses in the field of computer science and maker education, resulting in higher student engagement and improved learning outcomes.
- Collaborated with other teachers to develop interdisciplinary projects that integrated computer science topics with other subjects.

ROBOT OPERATOR HANSON ROBOTICS, HONG KONG

December 2017 – July 2019

- Responsible for overseeing performance scripting, transportation, setup, and operation of Sophia, the world-renowned humanoid robot.
- Worked on high-profile events, including a commercial shoot with Cristiano Ronaldo.
- Showcased Sophia's capabilities at the World Investment Forum 2018 at UN in Geneva.

IT MANAGER AMBULATORIO SAN MASSIMO, PADOVA (REMOTE)

September 2018 – Dec 2022

- Lead the design and implementation of the network architecture and services (database, VoIP, appointment booking API) of a medical clinic with two sites.
- Automated backup and routine system administration tasks using docker to reduce manual effort.
- Streamlined and automated system administration tasks, resulting in a 60% reduction in operational costs.

FOUNDER CEO AND LEAD PROGRAMMER HAGAO STUDIO, HONG KONG

September 2014 – December 2015

- Oversaw all aspects of mobile game development and management as team leader.
- Created Featherman, an innovative game aimed at raising awareness about migratory birds' environmental issues.
- Partnered with WWF Mai Po Reservoir.

FOUNDER CEO AND LEAD PROGRAMMER 83BITS, HONG KONG

September 2011 – September 2014

- Successfully established and managed the primary product, AllIn1Social, a web application for managing content and advertising campaigns on Facebook pages.
- Developed front-end and back-end development using Ruby on Rails.
- Worked with Facebook Advertising API.

SOCIAL MEDIA SPECIALIST 77AGENCY, MILAN

September 2008 – September 2011

- Responsible for developing and deploying Facebook applications for marketing purposes.
- Worked with influential Italian companies including Lavazza, Repubblica, RCA, CondèNast, and Mondadori.

Education

THE HONG KONG POLYTECHNIC UNIVERSITY SCHOOL OF DESIGN, HONG KONG

Ph.D.

September 2019 – Present

- Awaiting to defend a PhD thesis titled "Concept formation in computational creativity" addressing the last 4 years of evolution of generative AI.
- Conducted research and utilized techniques such as VAEs, GANs, GPT-4 and real-time diffusion pipelines.
- Managed a Discord server and generative AI Discord bots for research purposes.

THE HONG KONG POLYTECHNIC UNIVERSITY SCHOOL OF DESIGN, HONG KONG

MSc in Multimedia Entertainment Technology

September 2014 – August 2015

- Developed a mobile game for Android, iOS and Windows Phone utilizing cocos2dx-js.
- Continued project after graduation by funding a company.

UNIVERSITÀ COMMERCIALE L. BOCCONI, MILAN

MSc in Organization and IT Systems

September 2005 – December 2007

- Graduated *magna cum laude*

UNIVERSITÀ COMMERCIALE L. BOCCONI, MILAN

BSc in International Markets and New Technologies

January 2002 – August 2005