Lorenzo Lodi

Software Architect & Technical Project Manager

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PROFILE

Software architect and technical project manager based in Modena, Italy, with 15+ years of experience in software development and R&D. For seven years at Zanasi & Partners, led R&D work packages and designed platform architecture for European research and defence programmes, including NLP and machine learning prototypes. Independently, plans, manages and builds mobile apps, games, augmented-reality and web software for clients, and built Teatro, a self-hosted game-library server, using LLM-assisted and agentic coding workflows.

EXPERIENCE

R&D Project Manager & Solution Architect — Dec 2018 - Apr 2026

Zanasi & Partners

Led R&D work packages and designed platform architecture for multi-partner European research and defence programmes, from requirements to stakeholder demonstrations.

* Built machine learning prototypes and NLP workflows using the Qdrant and Weaviate vector databases for European R&D platforms.
* Designed the microservice and message-bus architecture for a cyber-training platform, led one of its technical work packages and built its situational-awareness plugin.
* Built threat-intelligence and cyber-range plugins for a federated European cyber-defence network.
* Developed a deep-learning anomaly-detection plugin for financial transaction streams.
* Led the feasibility and requirements work package for a maritime decision-support programme and built a technology-watch tool for patents and publications.

Software Architect & Technical Project Manager — Feb 2014 - Present

Independent / Lorenzo Lodi

Plan, manage and build software for businesses: native mobile apps, Unity3D games, augmented reality, web and backends.

* Helped deliver an online basketball manager game on iOS and Android that reached 5,000+ players.
* Planned and built augmented-reality demos, product configurators and promotional games for consumer and industrial brands.
* Wrote a Unity3D plugin for a third-party augmented-reality SDK that is still in use.
* Built Teatro end to end, a self-hosted game-library server in Rust, using LLM-assisted and agentic coding workflows.

Research & Development — Feb 2013 - Feb 2014

Doxee

R&D on Java technologies for distributed architectures and business process management platforms.

IT Consultant — Mar 2012 - Feb 2013

University of Modena and Reggio Emilia

IT consultant for external business process management, big data and cybersecurity projects.

Android Developer — Apr 2011 - Feb 2012

RE:Lab

Designed and developed Android, web and 3D interactive applications.

Lead Web Developer — Jan 2009 - Jan 2011

MO.Web

Built PHP and AJAX web applications; designed the internal development tool and the proprietary CMS.

EDUCATION

Laurea Magistrale - Computer Science, Web & Multimedia Applications — 110 / 110

Università di Modena e Reggio Emilia · 2008 - 2011

Thesis: "A Linux Web3D approach: Osg4Web plugin porting"

Laurea Triennale - Computer Science, Systems & Networks — 100 / 110

Università di Modena e Reggio Emilia · 2003 - 2008

Thesis: "Correlation based monitoring for multilevel Web systems"

Specialised Courses - Interactive 3D Graphics & Scientific Visualisation

CINECA - Interuniversity Supercomputing Consortium · 2009

OpenGL principles and interactive tridimensional graphics in research environments

SKILLS

Architecture & delivery: Microservices · Service integration · Message bus · Docker · Kubernetes · CI / CD
AI & ML: NLP · Qdrant · Weaviate · LangChain · LangGraph · Deep learning · Anomaly detection
Development: Python · JavaScript · Rust · C / C++ · Java / Android · Swift / iOS · Unity3D
Project management: Requirements gathering · Work-package coordination · International stakeholder coordination

LANGUAGES

Italian: Native
English: Excellent

PUBLICATIONS

Lanza, C. & Lodi, L. (2024)
Towards a Semi-Automatic Classifier of Malware through Tweets for Early Warning Threat Detection
JLIS.It 15(2):101-18
https://doi.org/10.36253/jlis.it-591

Public CV. The current version is at lodilorenzo.dev.