CURRICULUM VITAE – LORENZO DELFINI

PERSONAL INFORMATION	**Email :** l.delfini@hotmail.it **Mobile :** +39 3400868682 **Website :** https://lorenzodelfini.it/

DESCRIPTION

Graduate in Theory and Technology of Communication (TTC) from the University of Milan-Bicocca with experience in urban mobility research. Specialized in data visualization, multi-source data integration, geospatial modeling, and LLM-powered pipelines for automated data extraction and data cleaning.

EDUCATION

Theory and Technology of Communication (LM-92)   *2021-2024*
University of Milano-Bicocca
Thesis title - *Visual analytics for sustainable mobility : a prototype for MaaS service data.*
Graduation grade : 108/110

Communication and Contemporary Media for the Creative Industries (L-20)   *2018-2021*
University of Parma
Thesis title - *Gamification in education and entertainment.*
Graduation grade : 104/110

ADDITIONAL TRAINING

- **Emotional Ergonomic of Immersive Virtual Environment (EEIVE).** Training program for PhD students and early-career professionals. International Summer School on themes related to emotional ergonomics of immersive virtual environments. University of Milano-Bicocca, 29/05/2024 - 31/05/2024.

- **Methods and Statistics in Social Sciences Specialization (MOOC COURSERA).** This online specialization covers research methods, design and statistical analysis for social science research questions. University of Amsterdam, 2020.

PUBLICATIONS

- Delfini, L., Spahiu, B., & Vizzari, G. (2024). *Visual Analytics for Sustainable Mobility : Usability Evaluation and Knowledge Acquisition for MaaS Data Exploration.* Digital (ISSN 2673-6470).
- Spahiu, B., Roveda, L., Delfini, L., & Vizzari, G. (2025). *Studying the Impact of Events on Shared Mobility Demand : A Case Study in Milan.* (Under review).

RESEARCH EXPERIENCE

Master's Thesis in Collaboration with MOST National Center   *2023-2024*

— Designed and implemented an interactive visual analytics dashboard for MaaS datasets using Streamlit.

Research Fellow at the University of Milano-Bicocca (DISCo)   *2024–2026*

— Constructed datasets through automated web scraping of dynamic websites.
— Implemented an LLM-powered pipeline for automated data extraction and cleaning.
— Implemented a greedy algorithm from the relevant literature to improve the spatial allocation of cultural events.
— Computed and analyzed accessibility scores and inequality metrics to assess spatial accessibility to cultural events in Milan.

SKILLS

Programming & Data : Python, SQL, JavaScript

GIS & Spatial Analysis : QGIS, GeoPandas

Visualization & UI : Streamlit, Figma, HTML/CSS

Languages : Italian (Native), English (C1)