

Brian Kovo

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Buenos Aires, Argentina

Computer Science student (Class of '25) with a keen enthusiasm for the technical development of ideas. A self-starter whose key superpower is to dive into new skills as needed in order to build most anything, and a lateral thinker who enjoys digging into functional details while embracing innovation. Passionately hooked on projects. Can go full on mathematical to downright creative. Strong foundation in software development with a solid grasp of algorithms and clean code. Currently seeking positions to gain hands-on experience.

Software developer

I am an EU citizen
Can relocate to Europe
Nithout sponsorship

EDUCATION



University of Buenos Aires (UBA) Computer science 6-year degree (BSc + MSc)

Class of 2025

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Technical University of Munich (TUM) Exchange student 2025

National Math Olympiad (Argentina)

2016-19

Scored in the top 5% of the country, prequalified for the internationals.

EXPERIENCE & ACHIEVEMENTS

ExamDojo – Internship (Berlin)

Led major creative and technical initiatives at a fast-paced early-stage startup, contributing to round-table product decisions while delivering code, UI/UX design, illustrations, animations; shaping the company's visual identity and gamification strategy.

First place winner of the {Tech: Berlin} AI Hackathon #2

Jan 2025

Agile Solutions – Internship (Remote)

Jun-Sep 2022

Software engineering, contributing to a serverless SAP HANA transpiler and core infrastructure for a low-code migration platform in an agile, India-based team. Contributed to key infrastructure, research, documentation.

Technion University – Hackathon (Israel)

Apr 2018

Selected to participate in a software and product development hackathon at the Technion University, in Haifa

SKILLS

Software development

C, C++, C#, Java, Python, x86 assembly, JavaScript, HTML, CSS, node.js, React, Angular, ¡Query, Bash, *nix, Unity, APIs, git, Haskell, R, SQL, AWS, GCP, Firebase, server / client development, OpenWhisk, Docker, Kubernetes, GoogleTest, Jest, scikit-learn, PyTorch, and more

Design

Adobe Photoshop, Adobe Illustrator, Adobe After Effects, Adobe Premiere, Adobe Animate, LaTeX, Figma, Rive, Blender

Project development skills

Notion, JIRA, Microsoft Office Suite, Agile, Scrum, Kanban, Signal, Slack

JavaScript, node.js

Spanish (Native), English (Bilingual), German (Intermediate)

OTHER INTERESTS

Effective Altruism community leader

Freelance film-making

Made short films for clients-promotional, celebratory, fiction-over the course of some years. Exclusively original ideas in animation and filming.

Ski instructor – Vail Resorts (USA)

Ski instructor for children and adults. Winter seasons of 2021-22 (Vermont) and 2023-24 (California).

Personal interests

I also have many other pastimes and curiosities, including literature, photography, philosophy, art, geography, science, music, or cinema. I enjoy writing, riding my bike and hiking. I like crosswords, and chocolate!





Rocket launch simulator

Digital drawing

Adobe Photoshop



Mobile game MonoGame, Unity, Adobe Illustrator



Video game featuring open-world treasure hunt and story development

Unity, Blender, C#