

# Brian Kovo

Software developer

+54 9 11 3647-7601  
brian.ilank@gmail.com  
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. Motivated and 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. Seeking internship positions to gain hands-on experience and contribute to impactful solutions.

Eligible to work in the EU without sponsorship

## EDUCATION

Program	Computer science (BSc)
Institution	University of Buenos Aires
	Class of 2025
Relevant courses	Machine Learning (100%) Deep Learning (80%) Algorithms and Data Structures III (100%) Computer Organization (90%)

### National Math Olympiad (Argentina)

2016-19

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

## SKILLS

### Software development

C, C++, C#, Java, Python, x86 assembly, JavaScript, HTML, CSS, node.js, React, jQuery, 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, Blender, Adobe Illustrator, Adobe After Effects, Adobe Premiere, Adobe Animate, LaTeX, Figma

### Project development skills

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

### Languages

Spanish (Native), English (Bilingual), German (Working proficiency)

## OTHER INTERESTS

### Effective Altruism community member

### 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, philosophy, art, geography, science, music, or cinema. I enjoy writing, riding my bike and taking walks in nature. I like crosswords, and chocolate!

## EXPERIENCE & ACHIEVEMENTS

### Agile Solutions – Internship (Remote)

Jun-Sep 2022

Software engineering internship. Team in India, working in Scrum environment (later Kanban), over the development of a migration software for a low-code platform, including a transpiler of SAP HANA's XSJS into JavaScript microservices running serverless in the cloud.

Successfully implemented and refactored key MVP infrastructure modules, integrated research-based ideas, fixed issues, wrote documentation, explored toolchain alternatives, and presented paths for further development.

### Technion University – Hackathon (Israel)

Apr 2018

Selected to participate in a software and product development hackathon at the Technion University, in Haifa. Designed, implemented, planned and presented a health tracking device for athletes.

## PROJECTS



Click on them to learn more

### Notion replica with a new drawing feature for mobile devices

React Full-stack JavaScript AWS node.js SQL

I reproduced Notion's web interface from the ground up to showcase my coding skills. This new version includes a companion web app for making doodles on mobile devices.

### Video game featuring open-world treasure hunt

C# Game design Unity Blender

Built an adventure game set on a 25 km<sup>2</sup> island, where players explore diverse environments and solve puzzles. Featuring forests, mountains and mystery, a day-night cycle and advanced rendering techniques to ensure smooth gameplay.

### Smart language learning app linked to Notion API

Java Swing Apache NetBeans HTTP UI/UX

Leveraged my vocab databases in Notion to build a flashcards learning app. Includes UI in Java Swing, and builds from research on language acquisition.

### Schmup mobile game with photo customizable enemies

C# Unity MonoGame Adobe Illustrator

Made a game where the player or its many characters can be customized to the face of a friend. Includes UI/UX design, animation and graphics programming.

### Virtual ecosystem evolutionary modeling

Python Jupyter Notebooks C#

### Rocket simulation w/ paper describing and analyzing it

Rocket science Real-world modeling C#