Brian Kovo

Software developer

📞 +54 9 11 3647-7601
✉ brian.ilank@gmail.com
📍 Buenos Aires, Argentina

Eligible to work in the EU without sponsorship

Undergrad Computer Science student (Class of '25) with a keen enthusiasm for the technical development of ideas. Lateral thinker whose key superpower is to dive into new skills as needed in order to build most anything. Can go full on mathematical to downright creative. Has got a solid grasp of algorithms and clean code. Passionately hooked on projects. **Seeking internship positions.**

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.

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.

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

Project development skills

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

Languages

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

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

Parenthetically, 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!

PROJECTS   Click on them to learn more

Video game featuring open-world treasure hunt

`C#` `Game design` `Unity` `Blender`

Built an adventure game set on a 25 km² 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 database 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.

A 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.

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#`