



Brian Kovo

Software developer*

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Buenos Aires, Argentina

*first off a creator of things

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 in the EU or remote.

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

Project development skills

Languages

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

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 the city of Haifa. Designed, implemented, planned and presented a health tracking device for athletes.

OTHER INTERESTS

Freelance film-making

Made short films for clients; promotional, celebratory, fiction. 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 am also into philosophy, literature, nature, travelling, graphic design, writing, drawing, cinema, science, psychology, art, history, geography, music, linguistics, crosswords and chocolate.

PROJECTS

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Website design and implementation for a retailer
Full-stack

Virtual ecosystem modeling
Python, Jupyter Notebooks, Unity, C#

Digital drawing
Adobe Photoshop

Rocket launch simulator
C#

Mobile game
MonoGame, Unity, Adobe Illustrator

Smart language learning app
linked to Notion API
Java, Apache NetBeans

Video game featuring open-world
treasure hunt and story development
Unity, Blender, C#