

# Brian Kovo

Software developer

+54 9 11 3647-7601

briankovo@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. 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.

## **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)

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

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

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

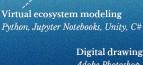
I also have many other pastimes and curiosities, including literature, philosophy, art, geography, science, music, or cinema. I enjoy writing, riding my bike and taking walks in nature. I like crosswords, and chocolate!





Virtual ecosystem modeling





Mobile game MonoGame, Unity, Adobe Illustrator



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



