

Lorenzo Minervino

Junior Software Engineer

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Professional Summary

Computer Engineering student with hands-on experience in distributed systems, backend development, and systems programming. Worked with Rust, Java, and Python across academic and personal projects. Currently working as an AI Trainer, evaluating technical responses related to programming and algebra.

Technical Skills

Programming Languages: Rust, C, Python, TypeScript

Backend & APIs: REST APIs, Spring Boot, Node.js

Databases: PostgreSQL, MySQL, MongoDB

Systems & Tools: Linux, Git, Docker

Methodologies: Agile (Scrum, Kanban)

Professional Experience

AI Trainer / Contributor

Outlier

Jan 2025 – Present

- Reviewed and corrected AI-generated answers related to programming and mathematics.
- Evaluated technical correctness, reasoning, and clarity of explanations.
- Delivered structured feedback to improve response quality.

Projects

Rustic Airlines Distributed flight management system in Rust with multi-node replication, consistency handling, fault tolerance, and system simulation.

YPF Route Distributed fleet fuel management system in Rust with node coordination, fault tolerance, offline handling, and CLI-based administration.

AI Drawing Arm AI-assisted robotic drawing system combining natural language interpretation, inverse kinematics, and Arduino-based hardware control.

ClassConnect Full-stack educational platform with backend services, real-time features, analytics, and an integrated AI assistant.

Education

Bachelor of Computer Engineering

University of Buenos Aires (UBA), Argentina

Languages

Spanish: Native

English: Upper-Intermediate (B2) – Cambridge First Certificate (FCE)