

# Lorenzo Minervino

Junior Software Engineer

Buenos Aires, Argentina

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## Professional Summary

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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

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**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

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### 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

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**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

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### Bachelor of Computer Engineering

University of Buenos Aires (UBA), Argentina

## Languages

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Spanish: Native

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