

Lorenzo Minervino

Junior Developer | Computer Engineering Student

Contact

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Websites, Portfolios, Profiles

- linkedin.com/in/lorenzominervino-b309a5342/
- github.com/lminervino18

Skills

- Programming Languages: C, Java, Rust, Python, Smalltalk, JavaScript.
- Frontend Development. and Backend Development: Spring Boot, Node.js, React.js.
- **Databases:** MySQL, MongoDB, Cassandra.
- Artificial Intelligence & Data Science: Machine Learning, Reinforcement Learning, participation in Kaggle competitions.
- Development Tools: Git, Docker.
- Agile Methodologies: Familiar with Scrum, Kanban, and iterative development processes.

Final-year computer engineering student at the University of Buenos Aires with a strong background in programming languages including C, Java, Rust, And Python. Experienced in web development using React.js And Spring Boot. Proficient in working with databases such as MySQL, MongoDB, and Cassandra, as well as utilizing data science and artificial intelligence techniques like machine learning and reinforcement learning. Enthusiastic about solving complex challenges, thriving in team environments, and employing agile methodologies to deliver innovative solutions.

Experience

2014-11 -2021-10

Event Coordinator

I Organized the Tournament for My Local Community, Argentina, Cipolletti

- Coordinated schedules and timelines for events.
- Managed event logistics and operations.
- Established positive relationships with clients, ensuring their needs were met throughout the event planning process.

Education

2020-02 -Current

Bachelor's Degree: Computer Engineering

University of Buenos Aires - Argentina

Additional Academic Experience

During my studies at the University of Buenos Aires (UBA), I have gained valuable knowledge and practical experience through advanced courses in various key areas of computer science and engineering, including: Artificial Intelligence (AI), Data Science, Operating Systems and Simulation

2014-01 -2018-12

High School Diploma

Estación Llmay - Argentina

Additional Coursework: Cambridge English First Certificate (FCE) completed through

Projects

Built a distributed database in Rust inspired by Cassandra, implemented responsive web applications with React and Node.js, and developed projects like a Hangman game in Python. Participated in multiple Kaggle data science competitions, showcasing skills in Machine Learning and Reinforcement Learning.

Personal Information

• Age: 25

• Location: Buenos Aires, Argentina

 Languages: Spanish (Native), English (Advanced -Cambridge First Certificate)

• Availability: Fully available