

LUKAS B. WAYMANN

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Education

Bachelor of Applied Computer Science 2018

University of Bayreuth, Germany

Thesis: [Scoring Board Games with Computer Vision](#) (ECTS Grade: A)

Skills

Programming Languages: C++, Python, Lua, Bash, Kotlin, dabbled in Haskell

Tools: Git, GNU Make, Vim

Libraries: NumPy, OpenCV, wxWidgets, Tkinter

Other: Android SDK, L^AT_EX, PGF/TikZ, HTML/CSS, Jekyll, 8 years of Linux experience (Arch, Ubuntu, Fedora, RHEL)

Languages: English (fluent), German (native)

Work Experience

Biomedical Technology Center 2014–2018 (intermittently)

Münster, Germany

Implemented algorithms for reconstruction of digital holograms in Python using (among other libraries) NumPy and OpenCV. Wrote a GUI exposing these reconstruction routines. Wrote a Python program for controlling a custom microscope.

Center for Biomedical Optics and Photonics 2010–2012 (intermittently)

Münster, Germany

Developed a [cross-platform C++ program](#) for tracking living cells through sequences of phase shift micrographs.

Personal Information

Current residence: Shulin District, New Taipei City, Taiwan

References

References are available on request.