Lukas B. Waymann

Software Developer

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Experience

Meribold Software   Location independent
Freelance Software Developer   2023-06/present

ASML (via **Zealogics**)   Taiwan · Remote
C++ Developer   2022-02/2023-04

Developed backend software for electron beam wafer inspection using gRPC, Protocol Buffers, SQLite, Boost, *and the* Linux API. *Removed more code than I added.*

Canonical   Taipei City, Taiwan · On-site
Certification Software Engineer   2020-10/2021-07

Co-maintained a pool of a few hundred always-connected laptops, desktops, IoT devices, SBCs, gateways, and other computers on which proposed Ubuntu *updates are automatically tested for regressions and associated tooling and configuration. Created a* dashboard *to ease maintenance of and access to these computers using* Python *and* SQLite.

TomTom   Taipei City, Taiwan · On-site
Software Engineer   2020-03/2020-09
Associate Software Engineer   2018-12/2020-02

Maintained a cross-platform C++ *library that updates onboard maps in millions of vehicles. Fixed several long-standing bugs and implemented many features and performance improvements. Migrated this library from* Subversion *to* Git. *Modernized and qualitatively improved the testing infrastructure on* Jenkins. *Developed an improved file format for map update delivery that reduces file size and could be installed in 28 % to 47 % less time in initial tests.*

Biomedical Technology Center   Münster, Germany · Hybrid
Software Developer   between 2014 and 2018[*]

Developed a cross-platform C++ application *for tracking living cells through sequences of phase shift micrographs. Wrote a* Python *program for controlling a holographic microscope prototype. Implemented algorithms for reconstruction of digital holograms in* Python *using* NumPy, SciPy, OpenCV, *and process-based parallelism. Designed and built a* GUI *exposing these reconstruction routines.*

Education

University of Bayreuth   Germany
Bachelor of Applied Computer Science   2018

Received the top grade for my thesis titled Scoring Board Games with Computer Vision. *Minored in bioinformatics.*

Skills

C++, Python, Bash, Lua, Kotlin, C, JavaScript	*PLs*[†]
Git, GDB, GNU Make, CMake, GNU/Linux command line, Docker, Jenkins, Vim	*Tools*
SQLite, Boost, Google Test, OpenCV, NumPy, wxWidgets	*Libraries*
Linux (Arch, Ubuntu, RHEL, . . .), UI design, SQL, HTML, CSS	*Misc.*
English (fluent), German (native), Chinese (barely)	*Languages*