

# LUKAS B. WAYMANN

Software Developer

 [meribold.org](https://meribold.org)

 [/meribold](https://github.com/meribold)

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## Experience

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### Meribold Software

FREELANCE SOFTWARE DEVELOPER

Location independent

2023-06/present

### ASML (via Zealogs)

C++ DEVELOPER

Taiwan · Remote

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

CERTIFICATION SOFTWARE ENGINEER

Taipei City, Taiwan · On-site

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

SOFTWARE ENGINEER

Taipei City, Taiwan · On-site

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 30% to 45% less time in initial tests.*

### Biomedical Technology Center

SOFTWARE DEVELOPER

Münster, Germany · Hybrid

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

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### University of Bayreuth

BACHELOR OF APPLIED COMPUTER SCIENCE

Germany

2018

*Received the top grade for my thesis titled [Scoring Board Games with Computer Vision](#). Minored in bioinformatics.*

## Skills

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C++, Python, [Bash](#), [Lua](#), [Kotlin](#), C, JavaScript

*PLs<sup>†</sup>*

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*

\* alongside university, not fulltime or continuous

<sup>†</sup> in descending order of experience