

Lukas Holliger

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Objective

Software developer with expertise in building high-performance applications using Rust, JavaScript, or TypeScript, seeking an internship that leverages skills in Full-Stack Development, Data Analysis, and Machine Learning. Experienced with cloud-based technologies, containerization, and microservices architecture from personal projects and work two years consecutively at Apple. Looking for a Spring or Summer 2025 internship.

Education

Georgia Institute of Technology | Atlanta, GA

August 2022 – Present

Bachelor of Science in Computer Engineering, GPA 3.10

Expected Graduation, December 2026

Skills

Programming: Rust, JavaScript, TypeScript, Java, Swift, Python, SQL

Platforms: Linux (Ubuntu, Arch, Rocky, RHEL), Docker, MacOS

Software: FFmpeg, Git, Docker, ZFS, MySQL, MongoDB, Redis, Elasticsearch, S3, Linux, Cloudflare Workers,, Prometheus

Communication: Keynote Presentations, Markdown documentation

Languages: English (native)

Experience

Apple Inc. | Cupertino, CA

May 2024 – August 2024

Apple Services Engineering Intern

Leading technology innovator designing electronics, software, and services with a focus on user experience and seamless integration.

- Designed a system and demos using Rust and AVFoundation to improve video playback on various streaming platforms
- Tested multiple designs using new HLS technologies for improved ad serving and live streaming

Apple Inc. | Culver City, CA

May 2023 – August 2023

Apple Services Engineering Intern

- Built test systems to modify HLS and streamed media using TypeScript, Swift, and AVFoundation using ISO standards
- Created presentations, wrote documentation, and presented to engineering management for more than three departments

Projects

Vivy | Personal

May 2021 - Present

Discord bot utilizing LLaMA models for AI communication and Stable Diffusion for AI prompt-based image generation

- Developed a bot that keeps track of user interactions for a personal experience for each user and server
- Interacted with over 650 users across over 40 different communities facilitating community across servers
- Self-hosted using Docker utilizing an Nvidia GPU and Apple M2 to facilitate Stable Diffusion and LLMs respectively

ScratchDB | Personal

September 2019 - June 2024

Self-hosted analytics and search platform for MIT's Scratch programming website

- Continuous analysis on over 13 million users and 68 million projects, allowing users to see their performance
- Created a search engine to allow users to search over 8 million forum posts within seconds
- Served over 15 million requests to over 85 thousand unique visitors monthly

PieBoard | King's Ridge Christian School

June 2020 - August 2021

Media distribution system for televisions

- Removes the need to manually replace media on all televisions on campus, allowing for rapid information distribution
- Controls televisions both wirelessly and over wired connections, speeding up announcements on over a dozen TVs

Relevant Coursework

Data Structures and Algorithms: Provides an outline of proper techniques for data storage and retrieval

Computer Organization and Programming: Discusses low level programming and system design for high performance applications

Objects and Design: A team-based course teaching Agile development, Java, and Git

Leadership or Activities

WREK Atlanta | Assistant Chief Engineer of Software

August 2022 – Present

- Creating signage software to display current updates and a live audio visualization of the broadcast
- Managing various systems including our in-house play tracking and scheduling system, our website, and our archive
- Designing new systems for keeping track of our growing digital and CD collection