LUKA DEBAERE

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Motivated and detail-oriented Computer Science Engineering student at Ghent University, passionate about software development, cybersecurity and robotics. Highly analytical with a strong ability to adapt and learn quickly in dynamic environments. A proactive team player with excellent communication skills, always eager to collaborate and innovate. Excels in both independent research and teamwork, demonstrating creativity, perseverance, and a solution-focused mindset. Enthusiastic about contributing to impactful projects and continuously expanding technical expertise.

PROJECTS

JUL 2023-JUL 2024

TEAM MEMBER AUTONOMOUS PERCEPTION @ UGHENT RACING

Developing an autonomous racecar in a team of around ninety other engineering students. With a focus on perception of cones that delineate the racetrack through Python and C++ programming.

JUL 2024-JUL 2025

TEAM MEMBER AUTONOMOUS SIMULATION @ UGHENT RACING

Developing an autonomous racecar in a team of around ninety other engineering students. With a focus on realistically simulating the racecar in the Unity engine.

EDUCATION

SEPT 2021-JUL 2024

BACHELOR OF SCIENCE IN ENGINEERING (COMPUTER SCIENCE)

Graduated Summa Cum Laude

SEPT 2024-JUL 2026

MASTER OF SCIENCE IN COMPUTER SCIENCE ENGINEERING

Still ongoing education, with a major in Cybersecurity and Robotics.

SKILLS

- Strong knowledge of programming languages such as Python, C/C++/C#, Java
- Experience with working in a large software development team, both in school projects and in non-school projects
- Broad knowledge of Artificial Intelligence concepts

LOOKING FOR

Seeking opportunities at innovative tech companies or startups that focus on software development, cybersecurity, or cloud computing. Interested in dynamic environments where creativity, collaboration, and problem-solving are valued. Looking for a company that encourages continuous learning, professional growth, and the opportunity to work on impactful, real-world projects.