

# LUKAS B. WAYMANN

✉ [meribold@gmail.com](mailto:meribold@gmail.com)   <https://meribold.github.io>   [🐙/meribold](https://github.com/meribold)

## Education

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**Bachelor of Applied Computer Science** 2018

University of Bayreuth, Germany

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

## Skills

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**Programming Languages:** C++, Python, Lua, Bash, [dabbled in Haskell](#)

**Tools:** Git, GNU Make, Vim

**Libraries:** NumPy, OpenCV, wxWidgets, Tkinter

**Other:** L<sup>A</sup>T<sub>E</sub>X, PGF/TikZ, HTML/CSS, Jekyll, 7 years of experience using Arch Linux

**Languages:** English (fluent), German (native)

## Work Experience

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**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

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Current residence: Shulin District, New Taipei City, Taiwan

## References

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References are available on request.