

# LUKAS B. WAYMANN

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## Work Experience

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### TomTom Asia Inc.

ASSOCIATE SOFTWARE ENGINEER

Taipei City, Taiwan

2018–present

### Biomedical Technology Center

RESEARCH ASSISTANT

Münster, Germany

2014–2018<sup>†</sup>

*Implemented algorithms for reconstruction of digital holograms in Python using NumPy, OpenCV, etc. Wrote a [GUI](#) exposing these reconstruction routines. Wrote a Python program for controlling a holographic microscope prototype.*

### Center for Biomedical Optics and Photonics

RESEARCH ASSISTANT

Münster, Germany

2010–2012<sup>†</sup>

*Developed [cross-platform C++ software](#) for tracking living cells through sequences of phase shift micrographs.*

<sup>†</sup>not continuous

## Education

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### Bachelor of Applied Computer Science

University of Bayreuth, Germany

2014–2018

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

## Skills

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**Programming Languages:** C++, Python, Lua, Bash, Kotlin, dabbled in Haskell

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

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

**Other:** Android SDK, L<sup>A</sup>T<sub>E</sub>X, PGF/TikZ, HTML/CSS, Jekyll, 8 years of Linux experience (Arch, Ubuntu, Fedora, RHEL)

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

## References

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References are available on request.