Lukas B. Waymann

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Work Experience

TomTom	Taipei City, Taiwan
ASSOCIATE SOFTWARE ENGINEER	2018–present

Maintains a critical cross-platform C++ library that retrieves and installs map updates in millions of cars. Migrated this library from Subversion to Git. Fixed several long-standing bugs and implemented many features and performance improvements.

Biomedical Technology Center	Münster, Germany
RESEARCH ASSISTANT	2014–2018[†]

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	Münster, Germany
RESEARCH ASSISTANT	2010–2012[†]

Developed cross-platform C++ software for tracking living cells through sequences of phase shift micrographs.

[†]alongside studying, not fulltime or continuous

Education

University of Bayreuth	Bayreuth, Germany
BACHELOR OF APPLIED COMPUTER SCIENCE	2014–2018

Received the top grade for my thesis titled "Scoring Board Games with Computer Vision".

Select Skills

C++, Python, Bash, Lua, Kotlin, dabbled in Haskell	*Programming Languages*
Git, GDB, GNU Make, GNU Coreutils, Vim	*Tools*
NumPy, OpenCV, SQLite, Google Test, wxWidgets	*Libraries*
9 years of Linux experience (Arch, Ubuntu, Fedora, RHEL), Android SDK, LaTeX, PGF/TikZ, HTML/CSS, Jekyll	*Miscellaneous*
English (fluent), German (native), Chinese (novice)	*Languages*