

# Lukas Weger

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## About Me

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**Born:** 19th October 2007

**Resides in:** Casteldarne, Alto Adige

My passion for technology started early through gaming and computers, eventually leading to interests in cybersecurity and low-level programming. Switching to Linux deepened my understanding of computer science. I'm driven by challenges and problem-solving, with a particular focus on open-source development and user freedom. Beyond tech, I enjoy philosophy, literature, and political science. As a student beginning my software engineering journey, I'm eager to grow and contribute to meaningful projects.

## Education

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**Technologische Fachoberschule J.Ph. Fallmerayer**

*Matura*

Expected July 2026

*Bressanone, Alto Adige*

- **Relevant Coursework:** Computer science, systems and networks, mathematics, technologies and planning of computer systems, telecommunications, project management and business organisation

## Experience

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**Weger Walter GmbH**

*Software Developer*

July-September 2023 & 2024

*Casteldarne, Alto Adige*

- Developed a REST API to integrate functionalities for a heat recovery system lifecycle cost calculator website.
- Implemented a CI/CD pipeline with Jenkins for streamlined website updates and deployments.
- Enhanced operational efficiency with an internal tool using Lazarus IDE and Pascal, optimizing workflows.
- Provided Systems Administration support, managing company infrastructure and troubleshooting technical issues.
- Gained in-depth knowledge of the Django framework, enhancing front-end features and user experience.

**MiCROTEC GmbH**

*Software Developer*

September 2024

*Brixen, Alto Adige*

- Maintained and repaired customer computers, diagnosing and resolving hardware/software issues.
- Developed a web app for production checklists, improving efficiency in the production department.

## Projects

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**FIAI** | *Neural Networks, Genetic Algorithms, Web Development*

- Developed a simulation for a neural network with a genetic algorithm for fine-tuning the network, demonstrating advanced AI concepts.
- Created a web-based interface for interactive demonstration, showcasing full-stack development skills.
- Implemented complex algorithms to optimize neural network performance through evolutionary approaches.

**Twitch2YT** | *Python, APIs, Web Scraping, Automation*

- Engineered a robust system to automatically fetch popular Twitch clips using their API and transform them into YouTube Shorts format.
- Implemented Selenium WebDriver for automated uploading to YouTube, demonstrating proficiency in web automation.
- Developed a scheduling system for continuous content creation, showcasing skills in task automation and server management.

## Technical Skills

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**Languages:** C, C++, Rust, Python, SQL, Pascal, Bash, MIPS Assembly, PowerShell, HTML, CSS

**Technologies:** Linux, Apache2, Django, Docker, CI/CD (Jenkins), Networking, Data Structures and Algorithms

**Tools:** Git, Lazarus IDE, Selenium