Lukas Weger

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About Me

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. I value taking part in the open-source community. Beyond tech, I enjoy philosophy and literature. As a student beginning my engineering journey, I'm eager to grow and contribute to meaningful projects.

Education

Technologische Fachoberschule J.Ph. Fallmerayer   Expected July 2026
Matura   *Bressanone, Alto Adige*

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

Experience

Weger Walter GmbH   July-September 2023 & 2024
Computer scientist - Programmer   *Casteldarn, Alto Adige*

- Developed a REST API for a heat recovery system lifecycle cost calculator application.
- Implemented a CI/CD pipeline with Jenkins for streamlined website updates and deployments.
- Created an internal tool to create Diagramms using Lazarus IDE and Pascal.
- Provided Systems Administration support, managing infrastructure and troubleshooting user issues.
- Gained in-depth knowledge of the Django framework, enhancing front- and backend features.

MiCROTEC GmbH   September 2024 & June-August 2025
Computer scientist - Programmer   *Bressanone, 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.
- Extended database library with application tag support for improved version management.
- Built customizable dashboard panels/widgets with backend and frontend integration.
- Improved usability of web apps with clearer data visualization and input handling.

Projects

FIAI | *Neural Networks, Genetic Algorithms*
- Developed a simulation for a genetic neural network.
- Created a web-based interface for interactive demonstration.
- Implemented fine-tuneable algorithms to optimize neural network performance through evolutionary approaches.

Bucceolang Interpreter | *Rust, WebAssembly, Interpreter Design, Language Implementation*

- Built a complete dynamically-typed programming language interpreter from scratch in Rust, implementing lexical analysis, parsing, and AST-based execution.
- Developed comprehensive language features including lexical scoping, first-class functions, classes with inheritance, and closures.
- Integrated WebAssembly compilation for browser execution and created both CLI and web interfaces for code execution.

Technical Skills

Languages: Rust, C, Java, Python, Bash, PowerShell, MIPS Assembly, Javascript, Typescript, PHP
Skills: Linux, Virtualization, CI/CD, Networking, DSA, Compiler/Interpreter Design, System Administration, Concurrent Programming, Circuit design, Signal analysis, Telecom systems, Databases, HTML/CSS
Tools: WebAssembly, Docker, Proxmox, NodeJS, Git