

Anže Lešnik

contact



Eindhoven
Netherlands



+31 6 19 74 64 96



anze@lesnik.cc



@AnzeLesnik



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@anzelesnik



<https://lesnik.cc/>

technical skills

C++, Rust, Python, Java
Javascript, React
C++ Boost, Qt, Flutter
Google Cloud
emulation, simulation
embedded systems
network protocols
GIT, CI/CD
systems engineering
Linux

soft skills

Scrum, teamwork
leadership
self-initiative
autonomy
adaptability
problem-solving
communication

education

Sep 2022–
Jul 2025

BSc (Hons) in Computer Science and Engineering

Eindhoven University of Technology, Netherlands

Pursuing an honors degree at the Honors Academy in the track *Competitive programming and problem-solving*.

experience

Sep 2024–
present

Software Engineer, part-time

ASML, Netherlands

- Developing EUV Source and Scanner embedded software.

Jan 2024–
Jul 2024

Cofounder & CTO

DeltaWorks

- Researched solutions for space debris monitoring and position, navigation and timing services.
- Developed a concept for a space domain awareness satellite utilizing lidar and radar.
- Pitched and discussed the idea with space agency representatives (ESA & NASA), customers (space domain awareness companies), VCs, and other entrepreneurs.
- Participated in a university entrepreneurship program and contest.

Sep 2023–
Jun 2024

Software Engineering Intern, internship

ASML, Netherlands

- Designed and implemented a residual gas analyzer (mass spectrometer) simulator.
- Utilized industrial and networking protocols such as OPC UA and UDP.
- Investigated the behavior of physical hardware in a machine subsystem.
- Followed the Scrum framework.

May 2023–
Sep 2023

Google Summer of Code Contributor, internship

Chromium, remote

- Enabled 100M+ users of Chrome and other Chromium-based browsers to stream their computer's audio when screen sharing and casting.
- Designed and developed new system audio capture implementations for Chrome on macOS and Linux in C++.
- Worked with performance-critical audio code and APIs.
- Communicated with various teams across Chromium about implementation details and prepared design documents.

Sep 2022–
Jun 2023

Software Developer, part-time

AVTware, Netherlands

- Developed a SPARC processor-based system emulator in C.
- Analyzed performance issues, improving the emulator's speed by up to 80% under certain conditions.
- Emulated various physical machine components.
- Implemented new protocols for communication with the emulator.

Jul 2021–
Aug 2022

Embedded Software Developer, part-time

Norik Systems, Slovenia

- Developed system software for NXP i.MX (ARM) based embedded devices in C and C++.
- Investigated bugs and prepared fixes along the whole software stack.
- Improved video playback capabilities for Qt-based applications.
- Demonstrated Flutter running on low-end embedded systems.