







Anže Lešnik

contact

 Eindhoven
Netherlands

 +31 6 19 74 64 96
 anze@lesnik.cc

 @AnzeLesnik
 Anže Lešnik
 @anzelesnik

 <https://lesnik.cc/>

technical skills

C++, Rust, Python
time series ML
algorithms application
emulation, simulation
embedded systems
network protocols

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*.
Member of the student team *Serpentine*, focusing on AI for brain-computer interfaces.

experience

Sep 2023–
present **Software Developer, internship**
ASML, Netherlands

- Designing and building a residual gas analyzer simulator, for use by customer support and for software testing.
- Working as part of the Optical Column Conditioning group.

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 Chromium 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 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.

other experience

Sep 2023–
present **Commissioner of Internal and External Affairs, part-time**
E.S.A.I.V. Serpentine, Netherlands

- Board member of an artificial intelligence association and student team with more than 50 active members.
- Managing communications with external partners.
- Handling marketing and recruitment of new potential members.
- Aiding the interview and onboarding process of new members.

projects

Miniature Factory Robot

Lead a team of 6 as a Scrum master for the course DBL Embedded Systems. The end product, a miniature 3D printed robot, employed computer vision to detect, retrieve and sort colored pucks from a conveyor belt. The software, including the server backend, was written entirely in Rust. It earned the team a final course grade of 10/10 during the final demo.