Anže Lešnik

contact

Eindhoven
Netherlands

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https://lesnik.org/

technical skills

C++, Python, Java, Rust
Boost, Qt
Typescript, React
embedded systems
robot control
comm protocols
Git, CI/CD
systems engineering
Linux

soft skills

Scrum, teamwork
leadership
pitching
problem-solving
communication

education

Sep 2022–Jul 2025 **BSc (Hons) in Computer Science and Engineering**
Eindhoven University of Technology, Netherlands
Obtained an honors degree at the Honors Academy in the track *Competitive Programming and Problem-Solving*.

experience

Sep 2025–present **Software Engineer, full-time**
ASML, Netherlands
- Developing EUV Source and Scanner hardware drivers and machine monitoring software in C++.

Sep 2024–Sep 2025 **Software Engineer, part-time**
ASML, Netherlands
- Developed EUV Source and Scanner simulation software in C++.

Jan 2024–Jul 2024 **Co-founder & CTO**
DeltaWorks, remote
- Researched solutions for resident space object 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, UKSA & NASA), customers (space data 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 in C++.
- Utilized industrial and networking protocols such as OPC UA and UDP.
- Investigated the behavior of physical hardware in a machine subsystem.

May 2023–Sep 2023 **Google Summer of Code Contributor, internship**
Chromium, remote
- Project page: https://summerofcode.withgoogle.com/programs/2023/projects/xZOidcmN
- 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.
- Addressed critical 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.

other experience

Sep 2023–
present

Internal and External Affairs Officer, part-time
E.S.A.I.V. Serpentine, Netherlands

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