Mikołaj Lubiak

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Skills _

Python: aiohttp, SQLAlchemy, Backend development

C++: SDL2, FTXUI, Vulkan, Arduino, Real-time rendering, Engine development, Embedded engineering

Experience _____

Sealcode

Backend developer (contractor) 07.2023 – Present

NeuroN Foundation

Pentester (contractor) 08.2023 – 02.2024

Lesson4Future

LEAD DEVELOPER, SYSADMIN (INTERN, LATER CONTRACTOR) 08.2023 – 02.2024

Go2Ops

Backend developer, sysadmin (contractor) 09.2023 – 10.2024

Freelance

CONTRACTS WITH PEOPLE AND OTHER PRIVATE ENTITIES 2020 – Present

Open source

C++

• FTXU: https://github.com/ArthurSonzogni/FTXUI/pull/938

 $\bullet \ \ OSHWA\,certified\,bike\,lights:\,https://github.com/ICantMakeThings/simple-safe-bike-lights/pulls?q=is\%3Apr+author\%3Amikolajlubiak$

• ImGui CMake: https://github.com/giladreich/cmake-imgui/pull/8

Projects _____

MoteyPython, aiohttp, SQLAlchemyEMOTE SYSTEM WITH DISCORD SUPPORThttps://github.com/mikolajlubiak/motey

Terminal Animation C++, FTXUI, OpenCV

Turn media (video/gif/image) into colored, animated or static, ASCII art

https://github.com/mikolajlubiak/terminal_animation

Memory C++, FTXUI

SIMPLE, CROSS PLATFORM, TERMINAL MEMORY GAME

https://github.com/mikolajlubiak/memory

vlkn C++, Vulkan

YET ANOTHER VULKAN RENDERER https://github.com/mikolajlubiak/vlkn

VectNG C++, SDL2

2D GAME ENGINE

https://github.com/mikolajlubiak/vectng

ESPCon C++, Arduino

GAME CONSOLE ENGINE

https://github.com/mikolajlubiak/espcon

Mathboard

DRAW MATH EQUATIONS AND HAVE OUR NEURAL NETWORKS PROCESS THEM AND SOLVE THEM USING SYMBOLIC COMPUTATION

C++, OpenCV, SymEngine, spdlog, CTest, Unix sockets, Neural Networks

https://github.com/MathBoardProject/MathBoardAlgoML

Awards_

11.2024 **Honoree at Gigaton**, https://credsverse.com/credentials/517afc11-ad35-4e21-a3cb-f41f5b6de14b

Giganci Programowania

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