

Mikołaj Lubiak

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Skills

Programming: Python, C++, Go
System administration: GNU+Linux, *BSD
Real-time computer graphics: 3D vector graphics rendering, Game engine programming

Experience

MajaDevs

PYTHON PROGRAMMER

2020 – 2021

- Voice assistant for desktop

Sealcode

BACKEND DEVELOPER

07.2023 – Present

- Bot for Matrix protocol
- Better route displaying in Organic Maps

NeuroN Foundation

LEAD DEVELOPER, SYSADMIN

08.2023 – Present

- Lesson4Future: lesson4future.com (project made for Narodowy Bank Polski)
- Cybersecurity: web.archive.org/web/20230902084403/neuronfoundation.com

Go2Ops

BACKEND DEVELOPER, SYSADMIN, DEVOPS

09.2023 – Present

- Script deploying Postfix email servers
- Timoni: timoni.io
- Database transition in Polskie Koleje Państwowe

Projects

Motey

EMOTE SYSTEM FOR DISCORD.

Python, aiohttp, SQLAlchemy
<https://github.com/mikolajlubiak/motey>

VectNG

2D GAME ENGINE WRITTEN IN C++.

C++, SDL2, Graphics programming,
Entity component system
<https://github.com/mikolajlubiak/vectng>

TTG

ACCOUNT GENERATOR FOR TWITCH.

Python, API hacking
<https://github.com/mikolajlubiak/ttg>

nofiles

RANSOMWARE MADE FOR SCIENTIFIC PURPOSES.

Go, Malware development, Antivirus
evasion
<https://github.com/mikolajlubiak/nofiles>

Vulkan

VULKAN RENDERER.

C++, Vulkan, Graphics programming
<https://github.com/mikolajlubiak/vulkan>

ConEng

3D CONSOLE GAME ENGINE

C++, SDL2, Graphics Programming
<https://github.com/mikolajlubiak/coneng>