

Mikołaj Lubiak

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◦ Profiles ◦

⌚ [mikolajlubiak](https://www.linkedin.com/in/lubiak)

👤 [lubiak](https://www.linkedin.com/in/lubiak)

◦ Skills ◦

C++

Real-time rendering

Embedded

Python

Googling

◦ Interests ◦

Chess

Open source

Gym

Linux

Math

Physics

Learning

◦ Awards ◦

Honoree at Gigaton

Giganci Programowania

Applied programming contest in Warsaw University of Technology, Faculty of Mathematics and Information Sciences. 17 years old at that time. Projects in C++.

🔗 [Credsverse](#)

◦ Languages ◦

Polish

Native

English

Fluent

German

Beginner

Esperanto

Beginner

Experience

• **NielsenIQ**

Software Engineer
Gdański Business Center, Warsaw

07.2025 - Present

🔗 <https://nielseniq.com>

• **Go2Ops**

Backend engineer, sysadmin, devops (contractor)
09.2023 - 10.2024

• **NeuroN Foundation**

Pentester (contractor)
08.2023 - 02.2024

• **Lesson4Future**

Lead engineer, sysadmin (intern, later contractor)
08.2023 - 02.2024

Project made for the National Polish Bank.

🔗 <https://www.lesson4future.com>

• **Sealcode**

Backend developer (contractor)
07.2023 - 07.2025

• **Freelance**

2020 - Present

Contracts with people and other private sector entities

Projects

• **ESPCon**

Game console engine.

🔗 <https://github.com/mikolajlubiak/espcon>

• **vlkn**

yet another Vulkan renderer

🔗 <https://github.com/mikolajlubiak/vlkn>

• **Terminal Animation**

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

🔗 https://github.com/mikolajlubiak/terminal_animation

• **PixelPin**

Embedded code for the PixelPin pins

🔗 <https://github.com/mikolajlubiak/pixelpin>

Volunteering

• **FTXUI**

🔗 <https://github.com/ArthurSonzogni/FTXUI/pull/938>

• **Intel**

🔗 <https://github.com/intel/cryptography-primitives/pull/95>