

Mikołaj Lubiak

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Skills

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

Experience

MajaDevs

PYTHON PROGRAMMER
• Voice assistant for desktop

2020 – 2021

Sealcode

BACKEND DEVELOPER
• Bot for the Matrix protocol

07.2023 – Present

NeuroN Foundation

LEAD DEVELOPER, SYSADMIN
• Lesson4Future: lesson4future.com (project made for Narodowy Bank Polski)
• Cybersecurity: web.archive.org/web/20230902084403/neuronfoundation.com

08.2023 – Present

Go2Ops

BACKEND DEVELOPER, SYSADMIN
• Script deploying Postfix email servers
• Timoni: timoni.io
• Database transition in Polskie Koleje Państwowe

09.2023 – Present

Projects

Motey

EMOTE SYSTEM FOR DISCORD

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

VectNG

2D GAME ENGINE

C++, SDL2
<https://github.com/mikolajlubiak/vectng>

nofiles

RANSOMWARE MADE FOR SCIENTIFIC PURPOSES

Go, Coldfire
<https://github.com/mikolajlubiak/nofiles>

vlkn

YET ANOTHER VULKAN RENDERER

C++, Vulkan, GLFW, GLM
<https://github.com/mikolajlubiak/vlkn>

ConEng

3D GAME ENGINE

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

vulkan

VULKAN RENDERER

C++, Vulkan, GLFW, GLM
<https://github.com/mikolajlubiak/vulkan>

OTHER

MY OTHER BIG PROJECTS

Python, C++, Go
<https://github.com/stars/mikolajlubiak/lists/big-projects>