

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

Projects

Motey

EMOTE SYSTEM WITH DISCORD SUPPORT

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

Terminal Animation

TURN MEDIA (VIDEO/GIF/IMAGE) INTO COLORED, ANIMATED OR STATIC, ASCII ART

C++, FTXUI, OpenCV
https://github.com/mikolajlubiak/terminal_animation

Memory

SIMPLE, CROSS PLATFORM, TERMINAL MEMORY GAME

C++, FTXUI
<https://github.com/mikolajlubiak/memory>

vlkn

YET ANOTHER VULKAN RENDERER

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

VectNG

2D GAME ENGINE

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

ESPCon

GAME CONSOLE ENGINE

C++, Arduino
<https://github.com/mikolajlubiak/espcon>

Awards

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

Giganci
Programowania

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