

# Mikołaj Lubiak

✉ lubiak@proton.me | 🌐 lubiak.pages.dev

## Experience

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### Sealcode

BACKEND DEVELOPER

07.2023 – Present

### NeuroN Foundation

PENTESTER

08.2023 – 02.2024

### Lesson4Future

LEAD DEVELOPER, SYSADMIN

08.2023 – 02.2024

### Go2Ops

BACKEND DEVELOPER, SYSADMIN

09.2023 – 10.2024

## Skills

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**Python:** aiohttp, SQLAlchemy, Backend development

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

## Projects

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### 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](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

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11.2024

Honorees at Gigaton,

<https://credsverse.com/credentials/517afc11-ad35-4e21-a3cb-f41f5b6de14b>

Giganci

Programowania