

Mikołaj Lubiak

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Skills

Python: aiohttp, SQLAlchemy, Django, Backend development

C++: SDL2, Vulkan, OpenGL, Arduino/ESP-IDF, Real-time rendering

Experience

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 – 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>

Vulkan

VULKAN RENDERER

C++, Vulkan, GLFW, glm

<https://github.com/mikolajlubiak/vulkan>

ESPCon

GAME CONSOLE MADE USING ESP32-S3 (N16R8) AND ST7735S DISPLAY.

C++, Arduino framework

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

OpenGL

OPENGL RENDERER

C++, OpenGL, GLFW, glm

<https://github.com/mikolajlubiak/opengl>

ConEng

3D GAME ENGINE

C++, Real-time rendering

<https://github.com/mikolajlubiak/coneng>