

Neal J Mick

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EXPERIENCE

Software Engineer — Lucky Robots 2025 – 2026

Robotics AI simulation platform (Austin, TX; remote). Pre-seed; Antler, Boost VC, Draper Associates.

- Built a Cursor-style IDE for authoring and training robotics models, integrating a custom C++ text editor with the Lucky Engine runtime.
- Assisted the team with integration of the MuJoCo physics engine into the simulation platform as well as the inverse kinematics system for robot manipulation.
- First to demonstrate sim-to-real transfer on Lucky Engine, trained a policy in simulation, deployed to physical hardware.
- Contributed across the stack: engine internals, physics, rendering/UI, and developer tooling, working directly with the CTO and AI engineering lead on a founding-stage team.

Founder — FireBet.ai 2020 – 2025

ML-driven sports analytics SaaS.

- Founded and shipped a sports analytics SaaS over five years, owning the full product from ML inference to Stripe-billed subscriptions.
- Developed customizable TensorFlow models for sports predictions, exposing model architecture, optimizers, and RLHF-style retraining to end users through a web app training dashboard.
- Built an arbitrage engine ingesting odds from 200+ sportsbooks to detect opportunities in real time and derive market-consensus prices.
- Stack: Python, Django, TensorFlow, PostgreSQL, Stripe.

Enterprise Systems Support Engineer, Intern — University of Virginia 2019

McIntire School of Commerce; on-site IT and infrastructure for a faculty business school.

- Administered systems and upgraded server infrastructure supporting faculty and student-facing services.
- Worked with a team to manage data center hardware, prioritizing service availability and fault tolerance.

PROJECTS

ImGui Terminal Emulator — github.com/nealmick/ImGui-Terminal

Replaced st's X11/Xft frontend with an ImGui-based adapter, decoupling terminal emulation from any specific renderer. The same core runs on GLFW+OpenGL, Vulkan, Metal, and native Cocoa, supporting full xterm-class behavior including vim, tmux, htop, mouse reporting, 256-color and truecolor, HiDPI, and CJK/emoji fonts.

Ned — Text Editor — github.com/nealmick/ned

C++/ImGui text editor with LSP integration, Tree-sitter syntax for 15+ languages, multi-cursor editing, and an embeddable library. The architecture enabled integration into Lucky Robots' simulation platform.