

Victor Kozub - Game Developer

Github: <https://github.com/xen1024/awesome-public>

Github: <https://github.com/web3cryptowallet>

Github: <https://github.com/d08ble>

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About

With over a decade of experience, I have dedicated myself to crafting enhanced iterations of games and

metaverses. My journey commenced with level design for Duke Nukem 3D, evolving into the creation of

pioneering multiplayer gaming networks. As the gaming landscape evolved with the advent of

Decentraland, I found the metaverse to be the future and transitioned to providing top-tier expertise in

various metaverses and Web3 AR/VR projects.

Experience

2023-2024 AI Mind Machine Learning, Inc - AI Avatar Swift Developer

AI Avatar 3D Eyes simulator & editor using SceneKit.

Avatar movement training for look human like Retina identification and action.

IK constrains using custom physics for human body deformation AI model.

ai, avatar, AR, VR, Swift, 3D, SceneKit, Metal, shaders, physics, algorithms, ai training, eyes, skeleton

2020 Pionner.app Remote Startup Accelerator - Founder clubavatar.app

Participated in the Pioneer.app remote startup accelerator with several startups: AR/VR virtual club clubavatar.app, the AI generator likeplus.plus and the gaming platform animationcpu.com. clubavatar.app was selected among the Top 30 startups in Europe.

startup, accelerator, Pioneer.app, coach, founder, AR/VR, mobile, iOS, web, no-code, game, generative, ai, avatar, NextJS, node, JavaScript, TypeScript, web, C, C++, Python, Swift, Objective-C

2012 Freelance - Child Game Developer

SenseMatching Game is a fun and educational mobile game designed for children aged 2 to 5 years old. Built using Objective-C and the Cocos2D framework, it delivers a smooth and engaging experience on both iPhone and iPad. The game helps toddlers develop their sensory and cognitive skills by matching animals to their corresponding attributes

game, moible, iPad, Cocos2D, Objective-C, C++, C, Animations, ios, gamedev

2012 Freelance - Gambling Developer

HGE roulette game 2012 Developer

- C++
- OpenGL
- HGE

game, HGE, C++, OpenGL, gamedev, gambling, roulette

2009-2010 Freelance - Founder, Lead Developer

iPhone game Jungle Catz

One of the first Tower Defense games in the world on iPhone, for which I created an animation engine for over 200 Flash animations. Built on Cocos2D, Objective-C, and Box2D

mobile, ios, iPhone, game, game design, animation, flash, sound, Cocos2D, Box2D, OpenGL, Objective-C, C++, C, MacOS, Xcode, iPhone SDK 3.0 ## Educational Background ### National Technical University of Ukraine 'Kyiv Polytechnic Institute' (2001) Master of Computer Science Specialist's degree in Microelectronics and Software Development ### Kyiv Industrial-Economic College (1999) Bachelor of Electronic Devices ### Pioneer Startup Accelerator (2020) Pioneer Tournament School. Founder Clubavatar.app, Top-30 Europe

Notes

ai, avatar, AR, VR, Swift, 3D, SceneKit, Metal, shaders, physics, algorithms, ai training, eyes, skeleton, startup, accelerator, Pioneer.app, coach, founder, AR/VR, mobile, iOS, web, no-code, game, generative, NextJS, node, JavaScript, TypeScript, C, C++, Python, Objective-C, moible, iPad, Cocos2D, Animations, ios, gamedev, HGE, OpenGL, gambling, roulette, iPhone, game design, animation, flash, sound, Box2D, MacOS, Xcode, iPhone SDK 3.0