

Victor Kozub - iOS Developer

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

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

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

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About

I started as a mobile developer in 2008 with the iPhone, and later with Android.

AnimationCPU

Flutter

React Native

Expo

C, C++, Objective-C, Swift

Java, Adobe AIR, Haxe

Experience

2012-2025 Animation CPU Studio - Founder

Mobile game developmet platfrom for smart developers

Game prototyping

- ACPUL programming language
- UI/UX
- C++/C/GLSL
- never crash
- never halt
- secure (not browser, minimum code), can run on kernel level (using IncludeOS like)
- multiple running platforms, code compile to c++ (multiple platform bindings is possible Python, Java, Flash)
- creative development of games easy like playing in games
- not only games, future UI and systems

- light asm core, same code can work on microcontrollers (for internet of things)
- minimalistic declarative language
- VR/OpenCV easy api
- backstep debugger
- team development on mobiles together realtime
- easy parallel optimizations (possible implement multicore hardware ACPU implementation)

mobile, ios, ACPUL, C++, C, GLSL, Programming language, Yacc, Bison, Coco/R, OS, web, LiveComment

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

2014-2015 Wheater App - iOS Developer

YoWindow Wheater app

- AIR mobile
- Objective-C

iOS, Android, mobile, iPhone, iPad, Animation, AIR mobile, Objective-C

2012 BottleGame - iOS Video Chat Developer

iOS Client for online Flash game BottleGame.

A video chat dating game was built from scratch: featuring responsive design, animations, emoji chat, and API integration. The only challenge was video support, as Adobe AIR did not yet support video. To solve this, I developed a custom media library in C++ and Objective-C based on FFmpeg, enabling video streaming and playback using the Erlyvideo RTMP broadcast server. This involved fixing blocking bugs within FFmpeg and Erlyvideo, as well as optimizing latency and quality parameters for slow connections.

mobile, ios, game OpenGL, video, streaming, video chat, ffmpeg, Erlyvideo RTMP server, RTMP, realtime, Objective-C, C++, C, Erlang, Flash, AIR, iPhone, iPad

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

2010-2011 Ciklum - iOS Developer

midiPhone mobile synthesizer

Top 10 iOS Music apps

- iPhone 2g
- Objective-C
- ARM Assembler
- C/C++
- Audio DSP
- Optimizations for performance/low memory
- GUI engine
- UI/UX
- Hardware keyboards Akai/MMZ api

iOS, C, C++, DSP, UI, UX, Akai, MMZ, ARM, iPhone, iPhone 2g

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

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