

Victor Kozub - Streaming Developer

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

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

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

Linkedin: <https://www.linkedin.com/in/viktor-kozub-86bb9826/>

Email: pungg10kk@gmail.com

About

I've been working on video streaming since the early days of MPEG2. Back in 2006, I developed one of the first embedded video players, optimized video codecs for hardware, fixed bugs in FFmpeg and GStreamer, and built video recorders, screen recorders and players, as well as video chat applications for Web, Mobile and Desktop platforms. I specialize in optimizing and tuning codecs for minimal latency, highest quality and secure transmission.

I have experience in cross-platform development for mobile Android, iOS, desktop Windows, Linux, Mac, as well as web applications and browser extensions.

Experience

2015-2025 Animation CPU Studio - Twitch Streamer for iOS - Developer

Tuning LFLiveKit for streaming to Twitch with High Quality from iPhone or iPad

video, streaming, Twitch, OpenGL, textures, GPU, shaders, image processing, C++, Objective-C, LFLiveKit

2015-2024 Animation CPU Studio - Media Lib - Developer

Development of a cross-platform library for working with video and audio (a wrapper around ffmpeg)

video, audio, streaming, player, recorder, ASM, C, C++, Objective-C, Swift, RTMP, RTSP, RTP, ffmpeg, cross-platform

2020 Roddy Lindsay - Remote Spatial Environment - Web Audio Streaming Developer

Work for Roddy Lindsay co-founder at Hustle (San Francisco)

8-16ch audio stream A-Frame developer. Wowza/AWS/nginx/ffmpeg/A-Frame

- 1) Create 8-channel audio streaming and VR for the Envelop club based on OBS Studio, ffmpeg, Wowza, A-frame

2) Analysis & research, code development, create testing environment, testing & improvements, deploy

3) Multiple stages with success:

Stage 1: Create 8ch AAC HLS RTMP audio streaming server with OBS Studio, ffmpeg, Wowza

Stage 2: Create Javascript Web App Safari/Chrome/Firefox/Opera audio player

Stage 3: Patch OBS for support 8ch AAC HLS RTMP

Stage 4: Patch ffmpeg for support 8ch AAC HLS RTMP

Stage 5: Migrate from Wowza to AWS EC2, add Docker configuration

Stage 6: Build shell and docker scripts for local development and testing multiple configurations

Stage 8: Configure RTMP stream authentication with nginx and PHP

Stage 9: Testing variable ffmpeg, OBS and browser player and stream configurations

Stage 10: Migrate from AAC and HLS to to MPEG-DASH and Opus

Stage 11: Patch ffmpeg, for support 8ch MPEG-DASH and Opus

Stage 12: Patch OBS for support 8ch AAC HLS

Stage 13: Update Docker configuration

Stage 14: Testing & debugging 8ch player Safari, Chrome, Firefox, Opera

Stage 15: Improve to 16ch and fix issues

Stage 16: Success working 16ch with Docker Compose

Stage 17: A-Frame analysis and patch for support 16ch

audio, spatial, streaming, web, OBS, ffmpeg, AAC, HLS, MPEG-DASH, 16ch, WebRTC, AWS, EC2, Docker, Docker Compose, Javascript, A-Frame, Safari, Chrome, Firefox, Opera

2015 Animation CPU Studio - VNC Bot - Developer

Creating a Mac-iPad remote control interface similar to VNC with FFmpeg-based video streaming. Developed an innovative mobile UI/UX for remote computer control by streaming interactive screen zones. Codec optimization was performed to ensure low latency over 2G Wi-Fi and iPad Air. Custom encryption layered on top of RTP/RTMP.

The system consists of two parts:

1. **Mac Remote Control Bot** – streams active screen zones and windows, simulating mouse and keyboard actions.
2. **ACPU-VNC Client** – acts as a player, decoding active zones from the stream and transforming them into intuitive UI/UX elements for touch-screens. These elements allow user interactions, which are then sent back to the Mac Remote Control Bot as keyboard inputs and mouse actions such as drag & drop.

video, streamer, player, screen recording, ffmpeg, optimization, encryption, bot, keyboard and mouse simulation, Mac, iPad, UI/UX, ASM, C, C++, Objective-C

2012-2014 Startup Camcall.me - Co-founder, CTO, Developer

Startup: Better Chatroulette.

Co-founder and CEO Anthony Lysenko (Florida).

Building a video call platform with a patented solution.

I inherited outdated code written in Ruby on Rails and Flash, which had many shortcomings. It was transformed into a modern stack using NodeJS, WebRTC, and React, with a fast signaling server built in Python.

streaming, WebRTC, WebSockets, Flash, web, Signal server, Media server, Ruby, Ruby on Rails, Flash, Python, NodeJS, React, JavaScript, HTML, CSS, LESS, SASS, Jade

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

2011 Pokki Challenge Hackaton - Face2Meeting - Video chat Developer

Skype-like video calls for Pokki Challenge.

Creating the best video chat on the Pokki platform.

The platform was developed in record time and was delivered on schedule for the \$30,000 competition.

I used the open-source Cumulus RTMP Server for the connection, the only solution that worked within the deadline.

video, chat, streaming, web, pokki, Python, JavaScript, AS3, Flash, RTMP, Cumulus RTMP Server

2008-2010 Best Friends Group (BFG) - Team Lead, Developer

Media Streaming Center, Team Lead of 4 people team

Online media file sharing service via a web panel. Features include group and user management, access rights, file management, uploading and downloading of video and audio files. Distributed Windows ASP.NET servers for storage and uploading of large files through a web interface using JavaApplet. Video playback supported via Flash and Silverlight. System services handle background processing and conversion of video files.

streaming, video, audio, VoD, ASP.NET, C#, .NET, MSSQL, Silver Light, CruiseControl .NET, Winows Media Services, Windows, Web, Flash, Database, Java, JavaApplet, JavaScript, Windows shell scripts, web

2004-2006 Wicom Technologies - Embedded Linux Developer

Startup: Internet radio player to join 2M Ukraine immigrants from Canada and thousands of Ukraine radion stations.

Co-founder Ruslana Lyzhychko

Internet radio with server & hardware receiver development.

Embedded linux, bootloader, cli tools and drivers.

H.264 codec optimization for au1200 processor.

video, audio, codecs, streaming, embedded, cross-platform, internet radio, internet video player, au1200, VoD, optimization, MPEG-1, MPEG-2, h.263, c, c++, asm, arm, mips, shell, automake, busybox, Samsung, Windows, Linux, Networking, Database, Security, drivers ## 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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Frame, Safari, Chrome, Firefox, Opera, streamer, screen recording, optimization, encryption, bot, keyboard and mouse simulation, Mac, iPad, UI/UX, WebSockets, Flash, Signal server, Media server, Ruby, Ruby on Rails, Python, NodeJS, React, JavaScript, HTML, CSS, LESS, SASS, Jade, mobile, ios, game OpenGL, video chat, Erlyvideo RTMP server, realtime, Erlang, AIR, iPhone, chat, pokki, AS3, Cumulus RTMP Server, VoD, ASP.NET, C#, .NET, MSSQL, Silver Light, CruiseControl .NET, Winows Media Services, Windows, Web, Database, Java, JavaApplet, Windows shell scripts, codecs, embedded, internet radio, internet video player, au1200, MPEG-1, MPEG-2, h.263, c, c++, asm, arm, mips, shell, automake, busybox, Samsung, Linux, Networking, Security, drivers