

Mykyta Skrypchenko

[GitHub Profile](#)
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SUMMARY

I have 7 years of experience as a Software Engineer: mainly developing apps for Mobile platforms with specific focus on Apple systems. I have been involved in many projects in different stages of development. I am a dedicated person with a product vision and wide tech knowledge. I am a team player — it's easy for me to find common ground with people across the globe. I am a self-organized person that can show traction and results instantly.

WORK EXPERIENCE

CTO and founder at PunchAI — (March 2026 – current)

AI-powered personal coach for martial arts, providing automated video analysis and personalized training feedback.

- Own the technical architecture and system design across mobile, backend, and AI infrastructure.
- Designed and built an AI evaluation framework using Promptfoo to measure model quality, validate prompts, and control regressions.
- Built and shipped the native iOS application, including AI-powered video analysis and coaching workflows.
- Developed a Web-to-App funnel platform for rapid creation and testing of acquisition and conversion flows.
- Built an agent-based video generation pipeline using n8n, orchestrating AI models and automated content-production workflows.

NDA at AdTech — Software Engineer (January 2022 – March 2026)

Research and development project for both Android and iOS

- Implemented method swizzling for Cocoa on iOS and native NDK methods on Android.
- Worked with re-signing and modifying third-party .apk and .app applications.
- Released and maintained SDKs across major dependency managers, including Swift Package Manager, CocoaPods, and Maven.
- Developed and maintained server-side components using TypeScript and Node.js.
- Built BDD test coverage using Cucumber and BrowserStack.

Depop marketplace — iOS Mobile Engineer (September 2020 - January 2022)

- Covered app with Accessibility (Text Resize, Colour Contrast, VoiceOver). More than 60% of users now use Dynamic Text Size. Provided VoiceOver for an additional 10% of our users.
- As part of the CX team worked on Backend Driven UI Framework that led up to 20% time drop off building new features for teams.
- Provided a feature that led up to 30% work load drop for the support team.
- Worked with A/B testing through Feature Flagging.

Tech Stack: Swift, Objective-C, VIPER, Bitrise CI, Tuist, BackendDriven UI

Raketa food delivery app — iOS mobile Engineer (August 2019 - September 2020)

- Use different maps to identify the pros and cons of each.
- Optimized maps for intense usage with classification algorithms.

Tech Stack: Moya + Alamofire, Lottie, Google Maps, Mapbox, VIPER architecture.

US Startup Social Platform for schools — Mobile developer (August 2018 - March 2019)

- Developed UX/UI design of the mobile application.
- Make the initial release of the app.

Tech Stack: JS, React, React Native, Redux, Swift.

EDUCATION

- **PhD in Computer Science** — 2024 – *Present*
Kharkiv National University of Radio Electronics (NURE)
Research focus: Large Language Models, AI Agents, and AI-assisted Software Engineering.
- **Masters:** American University Kyiv – Masters of Software Engineering (September 2022 – December 2023)
- **Bachelor:** Taras Shevchenko National University of Kyiv Faculty of Information Technology — Software Engineering (2017 – 2021).
- Additional courses: Software Product Management Specialization — University of Alberta.

PUBLIC SPEAKING

- **Schrödinger's cat rescue or How to Mirror Obj-C to Swift feat. Runtime API (2022)** – https://geekle.us/video_cluster/1666697481141x547263182073757700?video=1666700075402x672553463815559400

INDEPENDENT PROJECTS

- **CodexLimitBot** — AI-powered Codex limit monitoring
Built a serverless monitoring system that tracks selected X/Twitter accounts for Codex usage-limit updates, classifies new posts using LLMs, and sends relevant alerts through Telegram. Implemented scheduled monitoring, persistent state, subscription management, queues, rate limiting, and idempotent notification delivery.
Tech Stack: TypeScript, Node.js, Cloudflare Workers, OpenRouter, Telegram API, D1, KV, Queues, Durable Objects, Promptfoo, OpenRouter.
- **gudmo** — Codex usage-window automation CLI
Built a macOS CLI that manages and verifies Codex five-hour usage windows across multiple local accounts. Implemented account isolation, concurrent execution, telemetry-based verification, locking, retry strategies, and an internal evaluation framework for measuring prompt behavior and token usage.
Tech Stack: Node.js, JavaScript, Codex CLI.
- **Whisper** — AI transcription tool
Built a tool for long-form audio transcription using speech-to-text models, including processing of large audio files and automated transcript generation.
Tech Stack: TypeScript, Node.js, OpenAI API, FFmpeg.
- **Mobex** — AI coding harness for iOS development
Building an AI coding harness for generating and modifying native SwiftUI applications through autonomous agents. Designed the orchestration architecture, structured planning pipeline, code generation workflows, and automated Xcode build-validation and repair loops.
Tech Stack: TypeScript, Node.js, Swift, SwiftUI, LLM APIs.
- **University mobile platform**
Fitapp is an idea that was offered by me to the authority of the university. Worked on all stages: prototyping, designing, coding, deploying, etc. Over **75%** of students use this app daily.
Tech Stack: Swift, MVVM.
Worked as the former head of product & design.

ACHIEVEMENTS

- **2nd place** at the Ukrainian government hackathon with legal tech project (2019).
- **3rd place** at the Facebook hackathon (2018).
- **Teacher** at a programming school for children under 15 (2018).

ACTIVITIES

- **Digital Sheva founder** (Community of students that are involved in IT).
- **Organized the largest IT community in the university.**
- **Organized the largest programming contest in the university.**

LANGUAGES

- English C1 – <https://certs.duolingo.com/4981a40e4b365aceb0171048f58674d9>
- Basic Spanish
- Native Ukrainian & Russian