

ARCHE

A local AI coworker that actually runs your PC — in the background, in real time.

Problem

Computer-use agents today (Claude Code, Codex, screenshot-driven “computer use”) loop *screenshot* → *think* → *click* → *screenshot*. Seconds per step, the user hands over the screen, memory ends with the session, one job at a time. Great demos, poor coworkers.

What ARCHE does — used every day on its founder’s Windows PC

Strength	For the user	Measured / shown
Background control, no screenshots	Operates apps through their own controls while you keep working. No screen hand-over.	Finds and starts a requested YouTube video in ~1–2 s (lookup ≈1.1 s).
Real-time PC perception	Knows the front window, new files and screen changes as live events.	Live event feed attached to every turn.
Parallel agent nodes	Splits a project across many AI workers running at once.	227 node assignments in 3 days; 8 game-dev teams at 88–100% completion each.
Long-term multilingual memory	Recalls weeks-old decisions and conversations with the original record (KR/EN).	378 owner requests in 3 days, 84% completed end-to-end.
Resume after restart	Reboots, crashes and updates don’t lose the job.	Restart-and-continue used daily for self-updates.
Lean context	Sends the model only what matters, keeps exact references → faster, cheaper.	24 real tool calls: 668,083 → 95,131 chars (–86%). Helper start 5.5 s → 0.15 s.

Proof it ships

1. An original monster-catching adventure game, built in parallel by eight AI worker teams.
2. AI short films and product ads (sci-fi series *Woke Up in 2100*; ads sold on Kmong).
3. ARCHE itself: it scores its own completion rate and response time and upgrades itself.

Market & model

Every knowledge worker and small business has repetitive work across apps with no API. Screenshot agents are too slow and intrusive for daily use. **Now:** AI production services delivered with ARCHE. **Next:** subscription desktop product for creators and small businesses. **Later:** team edition with shared memory and node pools.

Ask

Pre-seed capital and/or compute credits to turn a working one-person system into a product: installer, onboarding, safety review, first 100 paying users. Accelerator programs welcome.

Team

Junyoung Park — solo founder, Seoul, Korea. Designed and operates ARCHE end to end.
Contact: loverain9113@naver.com · 30-minute live screen-share demo on request.

Build details are private. All figures come from real usage logs (2026-09/10). No financial projections or return promises are made.