



Bektur Ryskeldiev

Mobile Developer, PhD Candidate
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EDUCATION

UNIVERSITY OF AIZU
PhD in Computer Science
since April 2015

UNIVERSITY OF AIZU
MS in Computer Science
2013 – 2015

**AMERICAN UNIVERSITY
OF CENTRAL ASIA**
BA in Software Engineering
2008 – 2012

LINKS

Facebook:// **Apolotary**
Github:// **Apolotary**

SKILLS

TECHNOLOGIES

- Mobile Development
- Spatial Audio
- Mixed Reality
- Indoor Positioning
- Computer Music
- Signal Processing

PROGRAMMING

Over 5000 lines:
Objective-C • Python • Shell
C# • Pure Data • \LaTeX
Over 1000 lines:
C • C++ • Praat Assembly

EXTRACURRICULAR

FOUNDER OF:

Japan Mechanical Keyboard Group
Tokyo Mechanical Keyboard Meetup

PRESENTER AT:

Tokyo iOS Meetup (2014-2015)
Tokyo Mechanical Keyboard Meetup
(2016)

EXPERIENCE

UNIVERSITY OF AIZU | Research and teaching assistant at Computer Arts Laboratory
since 2013

TRUSOFT | Mobile Consultant, Unity Developer
since 2015

- Working on integrating the proprietary Contender AI technology into the mobile game project.

AIZULAB | iOS Developer
2014-2015

- Developed the iOS application and Python-based backend solution for monitoring and control of the proprietary smart house/factory technology.

SIBERS | iOS Developer
2011-2013

- Worked on different projects in the areas of image and audio processing
- Led seminars on Beta-testing for iOS applications, trained and supervised junior iOS developers

RESEARCH

COMPUTER ARTS LABORATORY | Research Assistant
since 2013

Worked with **Prof. Michael Cohen** and **Prof. Julián Villegas** on rendering spatial audio through wirelessly connected mobile loudspeakers. Currently working with **Prof. Michael Cohen** on applying indoor positioning data to multimedia displays, as well as Collaborative Virtual Environment system for control of virtual displays.

AMERICAN UNIVERSITY OF CENTRAL ASIA | Undergraduate Researcher
2011 – 2012

Developed the Kinect-based MIDI controller for Augmented Reality displays.

AWARDS AND SCHOLARSHIPS

- 2016 First place at IoT x Security Hackathon 2016
- 2016 Accepted into Student Volunteer program for SIGGRAPH 2016
- 2015 Best Poster prize at ACM SIGGRAPH VRCAI Conference
- 2015 Accepted into Student Volunteer program for SIGGRAPH Asia 2015
- 2015 MEXT Scholarship for PhD program
- 2013 Best paper prize at Tohoku-Section Joint Convention
- 2013 MEXT Scholarship for Master's program

PUBLICATIONS

- [1] B. Ryskeldiev, M. Cohen, and J. Villegas. Rendering spatial audio through dynamically reconfigurable smartphone loudspeaker arrays. *14th ACM SIGGRAPH Int. Conf. on VR Continuum and Its Applications in Industry*, Kobe, 2015.
- [2] B. Ryskeldiev, J. Villegas, and M. Cohen. Exploring virtual sound environments with mobile devices. *Tohoku-Section Joint Convention of Institutes of Electrical and Information Engineers, Japan*, June 2013.