Bektur Ryskeldiev

Mobile Developer, PhD Candidate
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EDUCATION

UNIVERSITY OF AIZU
PhD candidate 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 in Computer Arts Laboratory (Computer Music, Sound & Audio, HI & VR)
since 2013

TRUSOFT | Mobile Consultant, Unity Developer
since 2015
• Working on integrating proprietary Contender AI technology into mobile game project.

AIZULAB | iOS Developer
2014–2015
• Developed iOS application and Python-based backend solution for monitoring and control of 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
Working with **Prof. Michael Cohen** and **Prof. Julián Villegas** on rendering spatial audio through wirelessly connected mobile loudspeakers, applying indoor positioning data to multimedia displays, and Collaborative Virtual Environment system for control of distributed multimodal 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 in IoT section at IoT x Security Hackathon 2016
2016　Accepted into Student Volunteer program for SIGGRAPH 2016
2015　Best Poster 3rd prize at ACM SIGGRAPH VRCAI Conf.
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.