

Bektur Ryskeldiev

Mobile Developer

about

Aizuwakamatsu,
Fukushima, Japan

ryskeldiev.b@gmail.com
github://apolotary
fb://apolotary

languages

English, Russian,
Japanese, Kyrgyz

programming

Objective-C, C, C#,
C++, Python, Java,
Pure Data, Praat,
Processing,
HTML, LaTeX,
Markdown

interests

Mobile development, ubiquitous computing, fixed-mobile convergence, wireless networking and near-field communication (NFC), spatial sound and audio processing libraries (Pure Data, OpenAL), audio controllers, virtual and augmented reality, open source software development. Currently acquiring skills in Unity 5.1 for professional game development.

education

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| since 2015 | PhD in Computer Science | University of Aizu, Aizuwakamatsu, Japan |
| | Continuing as a MEXT scholarship participant
Specialized in Spatial Audio, Mixed Reality,
Ubiquitous Computing and Mobile Development | |
| 2013-2015 | M.Sc. in Computer Science | University of Aizu, Aizuwakamatsu, Japan |
| | Enrolled as a MEXT scholarship participant
Master's thesis: "Realtime spatial sound rendering
using streamed audio displayed through mobile device loudspeakers" | |
| 2008-2012 | B.A. in Software Engineering | American University of Central Asia, Bishkek, Kyrgyzstan |
| | Senior thesis: "Image processing and gesture recognition
software development for control of musical instruments" | |
| 2008 | High school diploma with honors | Gymnasium #70, Bishkek, Kyrgyzstan |
| | Specialized in mathematics and programming | |

experience

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| since 2015 | Trusoft | Part-time |
| | <i>Mobile Consultant / Software Developer</i> | |
| since 2013 | University of Aizu | Part-time |
| | <i>Research and teaching assistant at Computer Arts Laboratory</i> | |
| 2014-2015 | Aizulab | Part-time |
| | <i>iOS Developer</i> | |
| 2011-2013 | Sibers | Full-time |
| | <i>iOS Developer</i> | |
| 2011 | Sibers | Internship |
| | <i>iOS Development intern</i> | |

research projects

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| 2013 | SpatialPd | Github: SpatialPd |
| | Exploring virtual sound environments with mobile devices, using iOS as a main platform and Pure Data (Pd) as a backend for sound processing. | |
| 2012 | Kinesthesia | CodePlex: Kinesthesia |
| | A simple yet highly configurable Kinect-based MIDI controller with MIDI play-back, gesture recognition and voice control. | |