BekturRyskeldiev

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, spatial sound and sound processing libraries (Pure Data, OpenAL), audio controllers, virtual and augmented reality. Open source software enthusiast. Currently studying ruby and javascript languages for web development.

education

since 2013 M.Sc. in Computer Science University of Aizu, Aizuwakamatsu, Japan

Enrolled as a MEXT scholarship participant

Specialized in Spatial Audio and Mobile Development

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

since 2014 **Aizulab** Part-time

iOS Developer

since 2013 **University of Aizu** Part-time

Research and teaching assistant at Computer Arts Laboratory

2011-2013 Full-time

> iOS Developer, working responsibilities include: - Creating high-performance network-dependent

mobile applications

- Providing consultation and training services

on mobile technologies

2011 **Sibers** Internship

iOS Development intern

research projects

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. The main calculations are based on human Interaural Time Delay and distance-based

amplitude modulation.

This application won "Best Paper Prize" at Tohoku-Section Joint Convention

conference in 2013

2012 Kinesthesia CodePlex: Kinesthesia

A simple yet highly configurable Kinect-based MIDI controller with MIDI play-

back, gesture recognition and voice control.