

Bektur Ryskeldiev

Mobile Developer, PhD candidate in Computer Science

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, wireless networking, spatial sound and audio processing, motion tracking, virtual and augmented reality. Currently acquiring skills in Unity 5.1 for professional game development and VR scene prototyping.

education

- | | | |
|------------|---|--|
| since 2015 | PhD in Computer Science | University of Aizu, Aizuwakamatsu, Japan |
| | Continuing as a MEXT scholarship participant | |
| 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 / Unity 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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| 2014 | NetsendPD | Github: NetsendPD |
| | Using wirelessly connected mobile devices as a loudspeaker setup for spatial audio reproduction aided by the network of indoor positioning markers | |
| 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. | |