

# Bektur Ryskeldiev

Mobile Developer

## about

Aizuwakamatsu,  
Fukushima, Japan

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github://apolotary  
fb://apolotary

## languages

English, Russian,  
Japanese, Kyrgyz

## programming

Objective-C, C, C#,  
C++, Python, Java,  
Pure Data, Praat,  
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 2013 **University of Aizu** Part-time  
*Research and teaching assistant at Computer Arts Laboratory*
- 2011–2013 **Sibers** 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 TSJC 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.