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

since 2015	**PhD in Computer Science**	University of Aizu, Aizuwakamatsu, Japan
	Continuing as a MEXT scholarship participant	
	Specialized in Spatial Audio, Mixed Reality,	
	Embedded 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

since 2015	**Trusoft**	Part-time
	Mobile Consultant / Software Developer	
since 2014	**Aizulab**	Part-time
	iOS Developer	
since 2013	**University of Aizu**	Part-time
	Research and teaching assistant at Computer Arts Laboratory	
2011–2013	**Sibers**	Full-time
	iOS Developer	
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.	
2012	**Kinesthesia**	CodePlex: Kinesthesia
	A simple yet highly configurable Kinect-based MIDI controller with MIDI playback, gesture recognition and voice control.	