

# JAN KÜSTER | RESUME



- › **Status:** M.Sc. Digital Media, Fullstack JS Engineer
- › **Fields:** Project Management, Software Development, Consulting
- › **Tech:** Meteor, Javascript, Bootstrap, Mongodb, Git, Webstorm, Sourcetree
- › **Loves:** Global Game Jam, Sci-Fi series, Stackoverflow, Fitness and Martial Arts

## »»» Experience

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|-------------|--|--|
| 2016 / 09   | <b>Fullstack Javascript Engineer</b>   | University of Bremen   |
|             | <ul style="list-style-type: none"><li>› Invent a realtime classroom management using Meteor and React</li><li>› Design software architecture and leading development</li></ul>   |  |
| 2014 - 2016 | <b>IT Consultant for IBM XPages and Notes Domino</b>   | We4IT GmbH Bremen  |
|             | <ul style="list-style-type: none"><li>› Realize projects in XPages and We4IT Avedo, monitor project status, conduct reports</li><li>› Integrated Camunda BPMN engine and BPMN.IO modeler in We4IT Avedo</li></ul>              |  |
| 2012 - 2014 | <b>Scientific Employee / Software Development</b>  | University of Bremen   |
|             | <ul style="list-style-type: none"><li>› Invented a flexible assessment framework, targeting industrial trainees</li><li>› Supervised software development lifecycle, Recruited team members</li></ul>                          |  |
| 2011 / 11   | <b>Project Management Simulation Training</b>  | Getoq Consulting   |
|             | <ul style="list-style-type: none"><li>› Performed a two-day project simulation from management perspective</li><li>› Topics included customer contracts, change management, controlling, operational tasks</li></ul>           |  |
| 2010 - 2011 | <b>Student Assistant / Programmer</b>  | <a href="http://otulea.uni-bremen.de">otulea.uni-bremen.de</a> |
|             | <ul style="list-style-type: none"><li>› Realized an online diagnosis platform for workforce literacy development (Flex)</li><li>› Modeled software design, implemented various prototypes, conducted usability tests</li></ul> |  |

## »»» Education

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|-------------|--|-------------------------|
| 2015 / 07   | <b>Graduated as M.Sc. Digital Media</b>  | University of Bremen    |
|             | <ul style="list-style-type: none"><li>› Master Thesis: Semi Automated Scoring in Technology Based Assessment</li><li>› Developed and evaluated an algorithm for semi automated scoring of spreadsheet data</li></ul>                   |                         |
| 2012 - 2013 | <b>Master Project - PRIMA</b>  | University of Bremen    |
|             | <ul style="list-style-type: none"><li>› Co-Invented a touch table application for medical support, co-developed software (Java)</li><li>› Formed a scrum team, mainted project dev server (Debian), surveyed target audience</li></ul> |                         |
| 2012 - 2015 | <b>Master Studies Digital Media</b>  | University of Bremen    |
|             | <ul style="list-style-type: none"><li>› Inter-cultural classes in English, covering special topics in computer science and design</li><li>› Professionalized in research methods, software development and e-assessment</li></ul>      |                         |
| 2009 - 2010 | <b>Semester Abroad</b>   | University of Melbourne |
|             | <ul style="list-style-type: none"><li>› Mastered six months of study and trans-cultural experience in Melbourne, Australia</li><li>› Finished machine programming, information visualization, professional essay writing</li></ul>     |                         |