



# JAN KÜSTER

## Curriculum Vitae

- » **Languages:** Flex & AIR, Java, Processing, Latex, English, German
- » **Concepts:** Software Design, Design Pattern, Usability
- » **Activities:** Digital Music, Blender, Martial Arts

### »»» Experience

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|----------------|---|-------------------------|
| 2013 / 09      | <b>Poster Presentation</b>  | DELFI Conference        |
|                | <i>Usability Guidelines for Tests with Functional Illiterates (Publication)</i>   |                         |
|                | » Presented results from usability field tests with functional illiterates;   |                         |
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| 2012 - Present | <b>Software Developer</b>   | BMBF Project            |
|                | <i>Technology Based Domain Specific Learning Assessment</i>   |                         |
|                | » Gather requirements from partners; Software design; Assessment engine design; Leading development team of three persons |                         |
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| 2010 - 2011    | <b>Student Assistant</b>  | BMBF Project            |
|                | <i>otu.lea - online test environment targeting functional illiterates</i>   |                         |
|                | » Software design by given architecture; Implementation; Testing; Reporting   |                         |
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| 2009           | <b>Semester Abroad</b>  | University of Melbourne |
|                | <i>Studied one semester in Melbourne, Australia</i>   |                         |
|                | » Programming the machine; Information visualization; Professional essay writing  |                         |

### »»» Education

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|----------------|--|----------------------|
| 2012 - Present | <b>Master of Science Digital Media</b>   | University of Bremen |
|                | <i>Thesis: Developing and Evaluating an Algorithm for Automated Scoring of Spreadsheets (in progress)</i>                                      |                      |
|                | » Intercultural classes in english; Special topics in programming and design;  |                      |
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| 2011 / 11      | <b>Seminar on Project Management</b>   | Getoq Consulting     |
|                | <i>Two day simulation of a generic project lifecycle from management perspective.</i>  |                      |
|                | » Customer contracts; change management; Communication; Controlling; Planning; Realization; Evaluation   |                      |
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| 2007 - 2011    | <b>Bachelor of Science Digital Media</b>   | University of Bremen |
|                | <i>Thesis: (Redesigning the Keyboard to Reduce the Cognitive Load and to Support the Learning Process for People with Low Usage Experience</i> |                      |
|                | » Programming basics; Technical basics; Design principles; Usability principles  |                      |