



JAN KÜSTER | RESUME

- › **Tools:** Flex, AIR, Java, Processing, Git, Eclipse
- › **Concepts:** Software Design, OOP-Pattern, Scrum, Usability, Accessibility
- › **Activities:** Global Game Jam, Sound Engineering, Blender, Martial Arts

»»» Experience

- 2013 / 09 **Poster Presentation** DELFI Conference
› Usability Guidelines for Tests with Functional Illiterates (Publication)
› Task: Presented results to conference audience
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- 2012 - Present **Scientific Employee / Software Developer** BMBF Project
› Technology Based Domain Specific Learning Assessment (Apache Flex)
› Tasks: Requirements elicitation, software design, assessment engine design, leading a development team of three persons
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- 2010 - 2011 **Student Assistant / Programmer** BMBF Project
› Online diagnosis platform for workforce literacy development (Apache Flex)
› Tasks: Software design, implementation, testing, reporting
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- 2009 - 2010 **Semester Abroad** University of Melbourne
› Six months of study and intercultural experience in Melbourne, Australia
› Classes included: Programming the machine, information visualization, professional essay writing

»»» Education

- 2012 - 2013 **Master Project - PRIMA** University of Bremen
› Developing a touch table software for medical support (Java)
› Tasks: Server setup and administration, software design, implementation, testing
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- 2012 - Present **Master of Science Digital Media** University of Bremen
› Master Thesis: Developing and Evaluating an Algorithm for Automated Scoring of Spreadsheets (in progress)
› Intercultural classes in English, special topics in programming and design
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- 2011 / 11 **Seminar on Project Management** Getoq Consulting
› Two day project simulation from management perspective
› Topics: Customer contracts, change management, communication, controlling, planning, realization, evaluation