



# 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.  |                         |
| 2012 - Present | <b>Software Developer</b>  | BMBF Project            |
|                | <i>Technology Based Domain Specific Learning Assessment</i>  |                         |
|                | › Gathered requirements from partners, software design, assessment engine design, leading development team of three persons. |                         |
| 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.   |                         |
| 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.   |                      |
| 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.   |                      |
| 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.  |                      |