



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 | Poster Presentation | 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 | Software Developer | 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 | Student Assistant | 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 | Semester Abroad | 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 | Master of Science Digital Media | 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 | Seminar on Project Management | 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 | Bachelor of Science Digital Media | 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 | |