Jan Küster | Assessment Software Developer

❱ **Languages:** Flex & AIR, Java, Processing, Latex
❱ **Concepts:** Software Design, Design Pattern, Usability
❱ **Activities:** FL Studio, Blender, Muay Thai, Grappling

❱❱ Summary

Digital media graduate with four years of project work experience as a software developer in the field of technology based assessment. Specialized in development of test-scenario engines and innovative, rich media item formats. Master studies were in teams from different disciplines and cultural backgrounds on (digital) solutions for complex problems. Prior knowledge has been collected in he field of usability / accessibility during bachelor studies.

❱❱ Experience

❱ 2013 / 09 **Poster Presentation** DELFI Conference
Usability Guidelines for Tests with Functional Illiterates (Publication)

❱ 2012 - Present **Software Developer** BMBF Project
Technology Based Domain Specific Learning Assessment

❱ 2010 - 2011 **Student Assistant** BMBF Project
otu.lea

❱ 2009 **Semester Abroad** University of Melbourne
Description

❱❱ Education

❱ 2012 - Present **Master of Science Digital Media** University of Bremen
Thesis: Title of the master thesis, usually a very long title for a very complex topic

❱ 2011 / 11 **Seminar on Project Management** Getoq Consulting
Two day simulation of a generic project lifecycle including basics of ...

❱ 2007 - 2011 **Bachelor of Science Digital Media** University of Bremen
Thesis: Bachelor Thesis Name