Jan Küster | Resume

Fullstack JS Solutions Engineer

Status: M.Sc. Digital Media, Scientific Employee
Fields: Software Engineering, Consulting, Scrum, Usability, Accessibility
Techs: JS, Meteor, Mongo, Bootstrap4, Fontawesome, Mocha
Activities: Global Game Jam, Open Source, Fitness, Netflix

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Summary

I develop the next generation of educational technology with a classroom management for nursing schools and a diagnostic based learnign app function functional illiterates.

Experience

Scientific Employee / JS Fullstack - University of Bremen   2016- present

· Develop and evaluate the next generation learning management system with Meteor
· Define a new level of software for classroom management based on an extensive nursing curriculum.

IT Consultant for IBM XPages and Notes Domino - We4IT GmbH Bremen   2014- 2016

· Realize projects in XPages and We4IT Aveedo, monitor project status, conduct reports
· Implement the frontend for a BPMN compatible engine within We4IT Aveedo

Scientific Employee / Software Development - University of Bremen   2012- 2014

· Invented a flexible assessment framework, targeting industrial trainees
· Supervised software development lifecycle, Recruited team members

Project Management Simulation Training - Getoq Consulting   Nov.- 2011

· Performed a two-day project simulation from management perspective
· Topics included customer contracts, change management, controlling, operational tasks

Student Assistant / Programmer - University of Bremen   2010- 2011

· Realized an online diagnosis platform for workforce literacy development (Flex)
· Modeled software design, implemented various prototypes, conducted usability tests

Education

Graduated as M.Sc. Digital Media - University of Bremen   July- 2015

· Master Thesis: Semi Automated Scoring in Technology Based Assessment
· Developed and evaluated an algorithm for semi automated scoring of spreadsheet data

Master Project - PrIMA - University of Bremen   2012- 2013

· Co-Invented a touch table application for medical support, co-developed software (Java)
· Formed a scrum team, mainted project dev server (Debian), surveyed target audience

Master Studies Digital Media - University of Bremen   2012- 2015

· Inter-cultural classes in English, covering special topics in computer science and design
· Professionalized in research methods, software development and e-assessment

Semester Abroad - University of Melbourne   2009- 2010

· Mastered six months of study and trans-cultural experience in Melbourne, Australia
· Finished machine programming, information visualization, professional essay writing

Bachelor Studies Digital Media - University of Bremen   2007- 2012

· Fundamentals in Computer Science
· Bachelor thesis focused on experimental redesign of the keyboard to support functional illiterates.