Jan Küster | Resume

Fullstack JS Solutions Engineer

Status: M.Sc. Digital Media, Scientific Employee
Fields: Software Engineering, Consulting, Scrum, Usability, Accessibility
Techs: Meteor, Javascript, MongoDB, Bootstrap4, Bash, Git, Webstorm
Activities: Global Game Jam, Open Source, Fitness

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Summary

Digital media graduate with project experience in the field of technology based assessment. Currently working as IT Consultant at We4IT, Bremen in the field of IBM Notes Domino and XPages applications. Master studies focused on teams from different disciplines and cultural backgrounds on solutions for complex problems.

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 · - 11/2011

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

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.

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