# Jan Küster | Resume

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

## ❱❱ Summary

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

## ❱❱ Education

| 2011-2015 | **Master of Science Digital Media** | University of Bremen |
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*Title of the master thesis, usually a very long title for a very complex topic*
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| 2011-2015 | **Bachelor of Science Digital Media** | University of Bremen |
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*Specialisation in usability*

## ❱❱ Experience

| 2011-2015 | **Poster Presentation** | DELFI |
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*Usability Guidelines for Tests with Functional Illiterates*
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| 2011-2015 | **Technology Based Domain Specific Learning Assessment** | BMBF Project |
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*Scientific employee*
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