Project list

SEBASTIAN FAUST - COMPUTER SCIENCE STUDENT

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RESTful Party Planner — NodeJs REST Web Service 🎖

github.com/Fasust/WBA2SS18FaustTissenSchoemaker | Build for the Module "Web Based Applications 2"

Won third best project of the Semester in November 2018. A RESTful Webservice that aims to ease the planning of events, with a special focus on optimizing and distributing the shopping before the event.

NodeJs, JavaScript, Faye, RESTful API, Pub-Sub

German Valentine — Unity Game

github.com/Fasust/GermanValentine | Build for the Module "Digital Design"

My first Unity Game. The aim of this project was to introduce my Norwaigen peers to my favorite German tradition, the "Liebesmaien" tradition.

Unity, C#, Android

Distributed Weatherstation — IOT Distributed System

Build for the Module "Operating Systems and Distributed Systems"

A distributed System of Raspberry PIs, which exchanges and collects sensory data like temperature and humidity to calculate averages and value spikes around our campus.

C, Unix Server, IOT, Raspberry PI

FroYou — Android App 🎖

github.com/Fasust/FrozenJoghurtBuilder | Build for the Module "Mobile Computing"

Won best Project of the semesters in 2018. Cooperation with a local yogurt store in Gummersbach. We developed an easier way for customers to create and order Frozen Yogurt.

Java, Android, Firebase, Pub-Sub, MVC

Caraoke — Web App Prototype

github.com/Fasust/Caraoke | Build during a hackathon at my university

The Hackathon was in Cooperation with Tesla. My team and I designed a prototype for a karaoke machine running on the screen of the Tesla Model S.

HTML, CSS, JavaScript

Frozen Toast — Nativ Java Game

github.com/Fasust/FrozenToast | Build in my freetime

My very first Java project. A little game with a homemade engine, homemade graphics and homemade sound effects.

Java