

Justus Kandzi

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Experience:

Trigger Box

July 2014

Released the universal iOS app Trigger Box. This app sends trigger signals to analog synthesizers through the iPhone's headphone jack for generating complex rhythms. I first wrote the app in Swift, and ported it later to Objective C. It uses the Store Kit Framework for in-app purchases.

<https://itunes.apple.com/us/app/trigger-box/id892739081?mt=8>

Brute LFO

Dec. 2013

Released the iPhone app Brute LFO. A virtual Low Frequency Oscillator that communicates with analog synthesizers by sending control voltages through the headphone jack. The voltage generating part is written in Pure Data, everything else in Objective C. I designed the user interface of the app based on the look of traditional modular synthesizers.

<https://itunes.apple.com/us/app/brute-lfo/id777946925?mt=8>

Monotone Delay

Nov. 2013

Released the iPhone app Monotone Delay. A simple software synthesizer based on the Korg Monotron Delay. I designed the user interface, wrote the audio engine in Pure Data and the rest of the app in Objective-C. It uses the Audiobus SDK to communicate with other iOS audio apps.

<https://itunes.apple.com/us/app/monotone-delay/id737483162?mt=8>

Student assistant

Oct. 2012 – July 2013

Student assistant at the institute of Human Computer Interaction, University of Bamberg. I set up and took care of a virtual media space that connected two separate offices in the university.

Student assistant

Dec. 2010 – Sept. 2012

Student assistant at the Chair of Marketing, University of Bamberg. I developed a Java tool for tracking changes in Facebook page likes over time.

Student assistant

Sept. 2010 – Jan. 2012

Student assistant at the institute of Computer Science - Communication Services, Telecommunication Systems, and Computer Networks, University of Bamberg. I revised student assignments and developed the GUI for the Peer-to-Peer Traffic Measurement Tool Atheris using Java Swing.

Education:

M.Sc in Applied Computer Science

Apr. 2012 – July 2014

University of Bamberg. Major Field of Study: Human Computer Interaction. Final Grade: 1,6

Master's Thesis: Exploring Gesture Based Collaborative Jam Sessions in Media Spaces

B.Sc in Applied Computer Science

Oct. 2019 – Apr. 2014

University of Bamberg. Major Field of Study: Human Computer Interaction. Final Grade: 2,1

Bachelor's Thesis: Concepts for and Implementation of a

**Information
Systems**

Oct. 2007 – Sept. 2009

Mobile Glancing Support for a Media
Space

University of Bamberg.

Abitur

Aug. 1998 - June 2007

Gymnasium Hammonense, Hamm

Skills:

Languages

English (fluent)

German (native language)

Technical Skills

iOS development with Objective C and Swift

Java / Swing

Object Oriented Design

Experienced in using Rest APIs (Facebook, Tumblr, Twitter)

UX Design, Prototyping, Usability Testing

TDD and BDD with Specta / Expecta and OCMockito

Basic knowledge of HTML and CSS

Pure Data and basic audio signal processing

Tools

XCode

Instruments

Photoshop

CocoaPods

Git

Ableton Live

Vim

Eclipse

Microsoft Office

Google Analytics

Interests:

Making electronic music with hardware synthesizers,
Exploring new musical interfaces, Cycling