**Justus Kandzi**, iOS Developer

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Date of birth: 16th January 1988, Hamm

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| **Experience:** |  |  |
| **Stereopsis**  Sept. 2014 | Developed a native iPhone app for the artist Bill Domonkos. In combination with a Google cardboard it can be used to browse through a collection of his 3d stereo images. The source code of the app is available on github at https://github.com/justuskandzi/Stereopsis/. | |
| **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.  http://triggerbox.justuskandzi.com | |
| **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.  http://www.brutelfo.com | |
| **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.  http://monotone.justuskandzi.com | |
| **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 the virtual media space that I developed for my Bachelor’s thesis. This included taking care of the hardware as well as updating the software to the constantly changing requirements for different university projects. | |
| **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. The biggest challenge was scaling the tool to the increasing number of tracked pages, and the demand for more precision without hitting to the limits of the Facebook graph API. | |
| **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. 2009 – Apr. 2012 | University of Bamberg. Major Field of Study: Human Computer Interaction. Final Grade: 2,1  Bachelor’s Thesis: Concepts for and Implementation of a Mobile Glancing Support for a Media Space | |
| **Information Systems**  Oct. 2007 – Sept. 2009 | University of Bamberg. After four semesters of studying information systems I decided to put my focus on the software development and computer science aspects so I changed my course of study to applied computer science. | |
| **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  TDD and BDD with Specta / Expecta and OCMockito  Experienced in using Rest APIs (Facebook, Tumblr, Twitter)  UX Design  Prototyping  Usability Testing  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 | |