CV for

Kolja Wilcke

Software engineer with experience
in JavaScript, Clojure and Rust.
Based in Berlin.

Languages

fluent German and English
also: French, Russian and Chinese

Software Stack

- JavaScript / ES6, TypeScript
- node.js
- React / Vue.js, Vite
- Storybook, Jest
- Clojure / ClojureScript
  - Reagent
  - Babashka
- Rust
- CSS, Sass, Tailwind

Other Software and Tooling

- neovim
- Docker
- typst
- Zola (static site gen)
- Painter, Affinity (Designer...)

Recent work (antichronological)

jun 2022 to today	**1000things** SPA that keeps track of all the things you own (Next.js, React, TypeScript)
mar 2022 to today	**TUMO/Berlin** Lecturer, *Game Development* (Unity / C#)
may 2023	**Katharina Roters** Website / Portfolio, Frontend Developer (Zola/JavaScript)
oct 2019 to jan 2022	**Project work during a two year stay in China** • *Alien DNA*, a Unity / C# game • *REPL Alliance*, a vim REPL client • *Loriini*, A commandline color picker written in Rust
feb 13, 2012 to feb 13, 2019	**Zalando SE** Software Developer Projects at Zalando include • work with the *Shop* team on the customer-facing website (JavaScript, JQuery). • *CuCaTo*, a CRM tool (of sorts) to facilitate querying purchase data for the customer service department (ClojureScript using Reagent to interface with a REST API) • A frontend for a tool to manage the continuous delivery pipeline (think Jenkins; built with React) • A game that customers get to play when they visit the 404 page (written in Elm; There are articles about it on the Zalando Tech Blog here and here • work with *STUPS* team on Software in the SRE realm, e.g. A tool to monitor the deployment of Docker containers. • conducted onboarding interviews
2012	**Cartoonfilm** Assetpipeline Developer, Frontend (JavaScript / Python)
2011	**LudicPhilosophy** *TwinKomplex*, (Browsergame), Frontend Developer (JavaScript)

2011	**EEG (essential existence gallery / Leipzig)**
	Development of Game Engine "Instant Rocket Fuel" for seminar
	Open Computer Kids (CoffeeScript)

Chronological CV and Education

nov 23rd 1971	born in Cape Town / South Africa
may 11, 1991	Abitur at *Freie Waldorfschule Mainz*
jan 16 to nov 15, 1992	stay in Moscow and Turkmenistan, working as translator (Russian/German) on the film set of *"Karakum"*
oct 18, 1995	working student at *Software AG*, Darmstadt
oct 1st 1996	studies at Design Factory, Hamburg communication design and imagery (*"Neue Bildsprache"*)
oct 5th 1998 to jun 24 1999	stipend for *Fraunhofer Center for Research in Computer Graphics* (CRCG) and *Brown University*. Participated in *international certificate program for new media* (ICPNM) in Providence / USA
mar 31, 2000	Design Factory Hamburg Certificate "with distinction"
apr 3rd 2000	freelance Illustrator represented by *"die Illustratoren / Corinna Hein"*

Lectureships and teaching

Design Factory (Hamburg/Germany)	*Entertainment & Interactive Media* *PHP and Interactive*
GuiHu Daxue, (Shanghai/China)	*Flash and Illustration basics*
Beijing Normal University (Zhuhai/China)	*Web Production / Interactive Media* *Storyboarding*
Fraunhofer IESE (Malta)	*Entertainment & Interactive*
EEG (Leipzig/Germany)	*Ruby game development* *JavaScript game development* *(with "Instant Rocket Fuel")*
TUMO (Dilijan/Armenia)	Generative Art with ClojureScript

Seminars, as Trainer

nov 26, 2016	ClojureBridge Berlin (Clojure Workshop)
jan 2018	Zalando TechSurfing (JavaScript Workshop)
as of March 2022	TUMO Berlin, Game Development with Unity

Lectures as Speaker

jul 18/19 2016	Curry-on Conference (Rome/Italy)
oct 13 2016	React NL Conf (Amsterdam/Netherlands)
feb 21/22 2019	Lambda Days (Krakow/Poland)

Other Qualification

AEVO exam at IHK
test for suitability as trainer

DelftX
FP101x: Introduction to Functional Programming
via Delft University / edX

Social Media / Contact

Twitter	https://twitter.com/01k
Github	https://GitHub.com/kolja
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