

CV for

Kolja Wilcke



Freelance illustrator and software engineer with experience in Clojure, Rust and JavaScript, based in Berlin.

nov 23rd 1971	born in Cape Town / South Africa
may 11, 1991	Abitur at <i>Freie Waldorfschule Mainz</i>
jan 16 to nov 15, 1992	stay in Moscow and Turkmenistan, working as translator (Russian/German) on the film set of " <i>Karakum</i> "
oct 1st 1992 to mar 31 1996	studies of civil engineering at TU Darmstadt (without closure)
oct 18, 1995	working student at <i>Software AG</i> , Darmstadt
oct 1st 1996	studies at Design Factory, Hamburg communication design and imagery (<i>"Neue Bildsprache"</i>)
oct 5th 1998 to jun 24 1999	stipend for <i>Fraunhofer Center for Research in Computer Graphics</i> (CRCG) and <i>Brown University</i> . Participated in <i>international certificate program</i> <i>for new media</i> (ICPNM) in Providence / USA
mar 31, 2000	Design Factory Hamburg Certificate "with distinction"
apr 3rd 2000	freelance Illustrator represented by " <i>die Illustratoren / Corinna Hein</i> "

Advertising Agencies (Excerpt)

- Lothar Böhm Design
- TBWA Hamburg
- BBDO Düsseldorf
- Jung v. Matt
- Steigerwald (Iberogast)

Other Customers / References

- AOL Bertelsmann,
- Klett Verlag,
- Zeitfilm Media / Hamburg,
- Dresdner Bank,
- eBay,
- Spiegel TV,
- Linde AG,
- Cartoonfilm
- BILD am Sonntag,
- Handelsblatt,
- Hörzu (Mecki)

dec 1st 2009	Comic “Loreley” (Self published) Review by Tagesspiegel: https://bit.ly/3r2t5yF
feb 13, 2012 to feb 13, 2019	Zalando SE, Software Developer
oct 2019 to jan 2022	Freelance work in China projects include: <ul style="list-style-type: none"> • <i>Alien DNA</i>, a Unity / C# game • <i>REPL Alliance</i>, a vim REPL client • <i>A1 Geschichten. Stories to learn German</i>
mar 2022 to today	Lecturer at TUMO/Berlin: <i>Game Development with Unity</i>

Lectureships and teaching

Design Factory (Hamburg/Germany)	<i>Perspective Drawing and Illustration</i> <i>Entertainment & Interactive Media</i> <i>PHP and Interactive</i>
Nan Yang Xue Yuan (Wuxi/China)	<i>Storyboarding</i>
GuiHu Daxue, (Shanghai/China)	<i>Flash and Illustration basics</i>
Beijing Normal University (Zhuhai/China)	<i>Web Production / Interactive Media</i> <i>Storyboarding</i>
Fraunhofer IESE (Malta)	<i>Entertainment & Interactive</i>
EEG (Leipzig/Germany)	<i>Ruby game development</i> <i>JavaScript game development</i> <i>(with “Instant Rocket Fuel”)</i>

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

Took AEVO exam at IHK
(test for suitability as trainer)

Social Media / Contact

Twitter	https://twitter.com/01k
Github	https://GitHub.com/kolja
Stack Overflow	https://stackoverflow.com/users/731041/kolja
Artstation	https://www.artstation.com/kolja01
Dribbble	https://dribbble.com/Kolja
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email	mailto:kolja@apfel.de