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 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 1st 1992 to	studies of civil engineering
mar 31 1996	at TU Darmstadt (without closure)
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	stipend for Fraunhofer Center for Research in Computer Graphics
jun 24 1999	(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"

Advertising Agencies (Excerpt)

Lothar Böhm DesignTBWA 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

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

oct 2019 to jan 2022 Freelance work in China

projects include

- Alien DNA, a Unity / C# game
- REPL Alliance, a vim REPL client
- A1 Geschichten. Stories to learn German
- Loriini, A commandline color picker written in Rust

mar 2022 to today

Lecturer at TUMO/Berlin:

Game Development with Unity

Lectureships and teaching

Design Factory Perspective Drawing and Illustration

(Hamburg/Germany) Entertainment & Interactive Media

PHP and Interactive

Nan Yang Xue Yuan Storyboarding

(Wuxi/China)

GuiHu Daxue, Flash and Illustration basics

(Shanghai/China)

Beijing Normal Web Production / Interactive Media

University Storyboarding

(Zhuhai/China)

Fraunhofer IESE Entertainment & Interactive

(Malta)

EEG Ruby game development

(Leipzig/Germany) JavaScript game development

(with "Instant Rocket Fuel")

TUMO Generative Art with ClojureScript

(Dilijan/Armenia)

Seminars, as trainer

nov 26, 2016 ClojureBridge Berlin (Clojure Workshop)

jan 2018 Zalando TechSurfing (JavaScript Workshop)

as of March TUMO Berlin, Game Development with Unity

2022

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

Languages

fluent: English and German

also: Russian, French and Chinese (Mandarin)

Programming Languages

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

Other Software & Tools

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

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

Dribble https://dribbble.com/Kolja

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