

CV for

Kolja Wilcke



Software engineer with experience in JavaScript (React.js/Vue.js), Clojure and Rust.

Based in Berlin.

fluent German and English

also: French, Russian and Chinese

Software Stack

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

Other Software and Tooling

- vim / neovim
- Docker
- typst
- Zola (static site gen)
- Painter, Affinity Suite

Social Media / Contact

Twitter <https://twitter.com/01k>

Github <https://GitHub.com/kolja>

Stack Overflow <https://stackoverflow.com/users/731041/kolja>

mobil +49 175 59 59 161

email kolja@apfel.de

Freelance Projects since 2019

(antichronological)

- | | |
|-------------------------|--|
| jun 2022 to
today | 1000things
SPA that keeps track of all the things you own
(Next.js, React, TypeScript) |
| mar 2022 to
today | TUM0/Berlin
Lecturer, <i>Game Development</i> (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 <ul style="list-style-type: none">• <i>Alien DNA</i>, a Unity / C# game• <i>REPL Alliance</i>, a vim REPL client• <i>Loriini</i>, A commandline color picker written in Rust |

Full-Time, Permanent Employment

- | | |
|---------------------------------|--|
| feb 13, 2012 to
feb 13, 2019 | Zalando SE
Software Developer
Projects at Zalando include <ul style="list-style-type: none">• work with the <i>Shop</i> team on the customer-facing website (JavaScript, JQuery).• <i>CuCaTo</i>, 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 <i>STUPS</i> 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

- 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 *Entertainment & Interactive Media*
(Hamburg/Germany) *PHP and Interactive*

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

DelftX

FP101x: Introduction to Functional Programming
via Delft University / edX