

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
 - CSS, Sass, Tailwind
- Clojure / ClojureScript
 - Reagent
 - Babashka
- Rust

Other Software and Tooling

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

Social Media / Contact

Website <https://www.keineгна.de/>

Mastodon <https://toot.berlin/@kolja>

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

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

mobile +49 175 59 59 161

email <mailto: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)
September 2024	ORCA ORCA OPDS Server for Calibre (Rust)
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)

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| 2011 | LudicPhilosophy
<i>TwinKomplex</i> , (Browsergame),
Frontend Developer (JavaScript) |
| 2011 | EEG (essential existence gallery / Leipzig)
Development of Game Engine "Instant Rocket Fuel" for seminar
<i>Open Computer Kids</i> (CoffeeScript) |

Chronological CV and Education

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|--------------------------------|--|
| 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> |

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