



Christoffer Wilckens

I'm a visual communication bachelor, with a high interest in both 3D art and painting. I love learning new things, I've made games in my internship at Vizlab, and continue to research artificial intelligence besides my design. I make things work, even if I don't know about them before the project and always stay inspired.

Contact

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Languages

- Danish** - Native
- English** - Fluent
- German** - Beginner

Proficiency

- Photoshop ●●●●●
- Illustrator ●●●●●
- InDesign ●●●●●
- Cinema4D ●●●●●
- Blender ●●●●●
- After effects ●●●●●
- Premiere pro ●●●●●
- C# ●●●●●
- Unity ●●●●●
- Unreal Engine ●●●●●

Hobbies

- Painting
- Binging anime

Experience

- Oct 2020
Now
GartenHaus GMBH
 Webshop manager
 I'm currently working as the danish webshop manager. My job consists of managing the danish webshop, making sure everything is in order, and translating the german website.
- Aug 2019
Dec 2019
Vizlab Studios
 Designer / Developer - Intern
 As a small indie-studio you have to do basically everything. I learned to code C# during the course and helped with developing multiple games for VR, where I both developed and designed identities.

Education

- 2017
2020
UCSYD Haderslev
 Bachelor of graphical communication
 I just finished my Bachelor in visual communication, where we worked with Branding, idea generation for marketing design, customer research and the whole design process in itself. This is where I took my steps into creative and design thinking as a whole.
- 2013
2015
HTX Vejle
 Student
 HTX in Vejle is the gymnasium where I was introduced to both design and coding. I took classes in both, and learned basic HTML and CSS, with a sprinkle of photoshop. It also served as a place to learn basic maths, english and engineering.