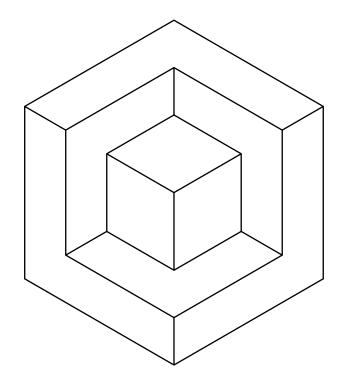
Graphic designer Illustrator



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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C_Wilckens

₩ Wilckens.dk

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

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

20<u>17</u> 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

HTX Veile

Student

HTX in Veile 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.