contact@kristijan-k.de

kristijan-k.de

[ˈkristʃən] **1.** a name given to an individual that distinguishes him from other individuals that goes by the name Christian. **2.** German/Croatian computer scientist, media artist, user interface designer and loves simplicity

Let's tie up some loose ends!

General	year	day/month
	2014	19 August

After my studies at HfG Schwäbisch Gmünd, I graduated with Diploma in Communication Design in 2008. During this time, I also ran my own business which focussed on animation, user interfaces and mobile applications with animation and film content. The combination of these two employments provided a solid insight to both academic research and practical skills.

Prior to my studies at HfG, I studied Computer Science at Mannheim University.
In addition, I collaborated on the launch of a mobile application which involved a short film about the robust Leica S2 camera in Kenya with the photographer and Leica ambassador Florian Wagner.

My freelance portfolio also includes other works such as independent short film, visual music installations, mobile native applications, photography and many more. Also I got the chance to look behind the curtain of the film industry, where I learned a lot about software development, research and image processing for one of the leading camera manufacturer of the film industry.

Having the chance to work with great music and film artists for example like Aloe Blacc, Tommy Guerrero, Ray Barbee or get an insight from some great Bay Area/Silicon Valley companies, which are in my opinion the leader of the digital revolution with innovative user interface concepts and design, gave me an inside which improved my quality of work and enthusiasm.

If you are interested in colaboration or in hiring me do not hesitate to contact me.

With kind regards

Kristijan Kolak

contact
email: contact@kristijan-k.de
mobil: +49.177.257.35.46

CV

A little bit about my education and experience.

About

Born	**Nationality**
1979	Croatian/German

Postgraduate experience

September 2012 - August 2013: Quality Assurance Engineer and User Interface Designer for pomfort GmbH. I was building the bridge between end-users and programmers for camera development at ARRI. Also worked on some in-house software development projects and software documentation for handling any kind of professional camera format. These tools are for creating and managing looks and colours on-set, and for processing RAW sequences.

Oktober 2011 - April 2012: Chief innovation officer for the Munich startup iPayst (UMS AG). My primary responsibility was to manage the process of innovation for the iOS Development and Design Department for a fast, simple and agile mobile payment solution.

2011 - 2012: External expert for Interactive Media Design master at the Royal Academy of Art, The Hague Netherlands, with function as a full member of the exam committee to guarantee a certain level of objectivity and openness.

October 2008 – 15 October 2010: Lecturer and Scientific Associate at the University of Applied Science in Schwäbisch Gmünd, Germany. Taught fundamentals of visualisation as well as animation and motion.

Freelance photography as a set photographer for a couple film and studio productions. 3D modelling and rendering works in the area of industrial design and interactive exhibition installations. Native mobile application design for iOS productions

Pregraduate experience

March 2007: Film set photographer at Film Academy Baden Württemberg

March 2006 – August 2006: User interface designer and developer, frogdesign, worked as an intern to develop and design different User Interface for design products.

June 2005 – October 2005: Aluminiumsmith, Daimler, two months workcamp at the Daimler (Mercedes Benz) foundry for artwork. Made sculptures and medals from aluminum.

February 2004 – January 2003: Scientific assistant, Interdisciplinary Center for Scientific Computing, seven months work in Heidelberg, Germany, with parallel high-performance processing and benchmark analysis for the IPACS Project.

2001: Freelance photographer, LuigiToscano, six months freelance work. Learned the fundamentals about black and white and digital photography.

About

Born
1979

Nationality
Croatian/German

Education

2004 – 2008: University of Applied Science in Schwäbisch Gmünd Germany, [communication design]

2006 – 2007: California College of the Arts (CCA), San Francisco and Oakland, [took part in fine arts, media and 16mm film and animation program]

2000 – 2004: University of Applied Science Mannheim and Worms, Germany, [computer science]

Participated Conferences & Talks

2011:
iOSDevCamp Talk & HandsOn Workshop with Animation, 3d and films in iOS applications

2010:
Apple Store Munich Creative Talk HandsOn Motion & Development Workshop

2007:
Apple World Wide Developer Conference – WWDC07

2005:
International Conference on Animation, Efects, Realtime and Content - fmx/05

Language Skills

Fluent in German, English and Croatian.
Basics in Spanish and Portuguese.

Technical Skills

ARRI Alexa & SR3 Operator, 2nd Camera Assistance DIT (digital image technican) knowledge

Production Tools & Skills

Cinema4D, Maya, Photoshop, Illustrator, Acrobat, AfterEffects, Shake, Motion, DVD-Mastering, FinalCut Pro, ProTools, Steinberg Wavelab, UNIX, Linux, Solaris, Mac OSX, and Windows OS

Programming Skills

HTML, XML, Javascript, PHP, Pyhton, Pascal, Ansi C, Objective C, Delphi, Shellscript, tex and latex, SQL, Cocoa and xCode environment.

Contact

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[ˈkristʃən] **1.** a name given to an individual that distinguishes him from others. **2.** German/Croatian media artist, graphic designer and film maker shooting on Super 16mm and D-Cinema **3.** loves the ocean and the waves, banana bread and the good taste of peanut butter.