

BERGRÓS GÍGJA

SOFTWARE DEVELOPER

CAREER HISTORY

Associate Tools Programmer @ CCP

May 2021 - Present • Reykjavík, Iceland

- Support tools for Eve online.

Software Developer @ Solid Clouds

May 2019 - May 2021 • Reykjavík, Iceland

Starborne - MMORTS for PC

- Implemented UI features from designs for the Starborne game client, written in C# and setup in Unity game engine.
- Researched and integrated a new localization system and implemented an in-game wiki.
- Bug fixing and refactoring UI and gameplay features on client and server.

System Administrator @ Össur

Summer 2017 & 2018 • Reykjavík, Iceland

- Provide IT support to local and remote users and document solutions.
- Troubleshoot and repair software and hardware as well as upgrade desktops.
- Managing users, security groups and computers in Active Directory

Teaching Assistant @ Reykjavík University

Fall 2017 & 2018 • Reykjavík, Iceland

- Provide assistance for students in the course Computer Architecture

OTHER EXPERIENCE

Personal tutor in python - 2020

Help a first year computer science student with a python programming course.

2nd place @ Reboot hackathon - 2019

The project was to digitalize the Icelandic driving education. 2nd out of 13 teams.

Volunteer for Girls in tech - 2018

Help young girls set up a simple website with HTML/CSS.

EDUCATION

B.Sc. in Computer Science

@ Reykjavík University

Aug 2016 - May 2019 • Reykjavík, Iceland

- Event Coordinator for Tviund Student Organization.
- Member of **Innovation and pioneer committee**. Included working with Icelandic Startups to reinforce entrepreneurship among students.

Exchange Program

@ Kwantlen Polytechnic University

Jan 2018 - May 2018 • Surrey, Canada

SKILLS

~2 years of professional experience with **Unity** and **C#**. Other language experience includes **python** and **C++** for personal and school projects.

Proficient in **Windows OS**, **bash** and **Git** version control. Basic knowledge of **HTML/CSS**, **SQL** and using **Adobe Photoshop** software.

REFERENCES

Can be provided on request.