

BERGRÓS GÍGJA

Software developer with professional experience in programming for PC games. Thrive working in an environment that encourages creativity and learning new skills. Interested in roles for gameplay or engine programming.

CAREER HISTORY

Software Developer @ Solid Clouds

May 2019 - Present • Reykjavík, Iceland

Starborne - MMORTS for PC

- Implemented UI features from design for the Starborne game client using Unity/C#.
- Integrated new localization method and used that to create an in-game wiki system.
- Bug fixing and refactoring in client and server.

System Administrator @ Össur

May - Dec 2017 & Summer 2018 • Reykjavík, Iceland

- Provide IT support to local and remote users.
- Document solutions for in-house wiki.
- Troubleshoot and repair software and hardware.
- Managing users, security groups and computers in Active Directory

Teaching Assistant @ Reykjavík University

Fall 2017 & 2018 • Reykjavík, Iceland

- Provide assistance to students in the course Computer Architecture.

EDUCATION

B.Sc. in Computer Science @ Reykjavík University

Aug 2016 - May 2019 • Reykjavík, Iceland

- **Event Coordinator**, 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 experience includes **python** and **C++** for personal projects.

I am very familiar with **Windows OS**, **bash** and **Git**.

OTHER EXPERIENCE

2020 - Private tutor in python

2019 - 2nd place @ Reboot hackathon

2018 - Volunteer for Girls in tech

Personal projects can be found on:
www.github.com/bergrosgigja

REFEREES

Can be provided on request