

BERGRÓS GÍGJA

Software developer with professional experience in UI programming for PC games. Interested in transitioning into graphics and/or game engine programming.

CAREER HISTORY

Software Developer @ Solid Clouds

May 2019 - Now • Reykjavík, Iceland

Starborne - MMORTS for PC

- Implement UI and gameplay features for Starborne game client using Unity/C#
- Bug fixing and refactoring
- Integrated new localization method

System Administrator @ Össur

May - Dec 2017 & Summer 2018 • Reykjavík, Iceland

- Provide IT support to local and remote users
- 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 for students in the course Computer Architecture

EDUCATION

B.Sc. in Computer Science from Reykjavík University

Aug 2016 - May 2019 • Reykjavík, Iceland

- Elective Courses: Python, Web services, software design, Game design, Advanced Game Design

Exchange studies from Kwantlen Polytechnic University

Jan 2018 - May 2018 • Surrey, Canada

OTHER EXPERIENCE

2019 • 2nd place @ Reboot hackathon

2018 - 2019 • Event Coordinator, Tvíund student organization

2018 • Student Volunteer, Girls in tech

2016 - 2017 • Innovation and pioneer committee, Reykjavík University

SKILLS

In my current job I use **Unity** and **C#**. I've used **C++** and **python** in most of my personal projects. I am very familiar with **Windows OS** and **Git version control**.

REFEREES

Can be provided on request