BERGRÓS GÍGJA

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

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 the 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 for students in the course Computer Architecture

EDUCATION

B.Sc. in Computer Science @ Reykajvík University

Aug 2016 - May 2019 • Reykjavík, Iceland
- **Event Coordinator**, Tvíund 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 - Personal 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