# PÁLL ÁSGEIR BJÖRNSSON

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## EDUCATION

### Diploma in Digital Art
**Reykjavík Academy of Digital Entertainment**
📅 August 2020 – May 2022

### B.Sc. in Computer Science
**University of Iceland**
📅 August 2016 – June 2020

### Icelandic Matriculation Examination
**Kvennaskólinn í Reykjavík**
📅 August 2012 – December 2015

## EXPERIENCE

### Junior Software Developer
**Controlant**
📅 September 2023 – November 2023

- Enhancement and maintenance of scripts dedicated to monitor the device pool, ensuring proactive identification of faults.
- Collaborated within a team to implement robust automation solutions for the recall of faulty devices, streamlining the recall process and enhancing overall efficiency.

### Advanced Technical Support Engineer
**Controlant**
📅 August 2022 – September 2023

- Solving 3rd level tickets such as troubleshooting and root cause identification. Cross-functional collaboration, and ad-hoc project execution.
- Designed and implemented an internal tool for visualizing device logs, utilizing Python and Dash plotly for development.

### Supervisor for Seltjarnarnes Vocational School
**Seltjarnarnesbær**
📅 May 2021 – August 2021

- Oversaw the coordination of young adults, collaborating with superiors and colleagues to strategize and allocate tasks, including responsibilities such as landscaping, street cleaning, and determining optimal locations for town painting projects.

### Construction worker
**Brimrún**
📅 May 2020 – August 2020

- Employed as a mason responsible for both exterior and interior construction work. Contributed to small-scale maintenance projects, demonstrating attention to detail, multitasking and working under pressure.

### Service representative
**Verifone**
📅 May 2018 – August 2018

- Engaged in proactive customer outreach through phone calls and emails to facilitate the resolution of glitches in Verifone devices.

## PROJECTS

### Internal tool at Controlant
**Log Visualizer**
📅 September 2022 – March 2023

- A Python project needed to be transformed, allowing users to visualize device logs using multiple plots. The project was initially confined to users with an IDE configured with the appropriate Python packages hence I had to convert it into an executable file and make it accessible to all employees. This improvement helped our support teams diagnose faults faster than ever before.
- Techs: Python, Dash plotly

### p0llur.itch.io/aduco
**Graduation project in Digital Art**
📅 January 2022 – May 2022

- I created a game as a graduation project. The player travels throughout a wasteland looking for his brother, but be aware, there are various dangers across the world.
- Techs: Unreal Engine 4, Maya

## STRENGTHS

- Softwares

`Unreal Engine`  `Maya`  `Blender`
`Houdini`  `Davinci Resolve`  `Photoshop`

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- Development

`Python`  `Blueprints`  `Git`  `JavaScript`
`CSS`  `SQL`  `React`  `TypeScript`

## SOFT SKILLS

`Learning potential`  `Responsibility`
`Work under pressure`  `Organization`
`Flexibility`  `Teamwork`  `Honesty`
`Multitasking`

## REFERENCES

- Jón Vignir Guðnason, Chapter Lead - Backend Engineering at Controlant. S: 763 1000
- Davíð Snorrason, former Product Manager at Controlant. S: 698 1248
- Steinunn Árnadóttir, former horticultural manager at Seltjarnarnes. S: 661 5600