

PÁLL ÁSGEIR BJÖRNSSON

🏠 4th february 1996 ☎ +354 824 8916 ✉ palliasgeir@gmail.com 🌐 github.com/Pallur

EDUCATION

Diploma in Digital Art

Reykjavík Academy of Digital Entertainment

📅 August 2020 – May 2022

B.Sc. in Computer Science

University of Iceland

📅 January 2018 – June 2020

B.Sc. in Software Engineering

University of Iceland

📅 August 2016 – December 2017

Icelandic Matriculation Examination

Kvennaskólinn í Reykjavík

📅 August 2012 – December 2015

EXPERIENCE

Supervisor for Seltjarnarnes Vocational School

Seltjarnarnesbær

📅 May 2021 – August 2021 📍 Austurströnd 1, 170 Seltjarnarnes

- Worked over summer of 2021.
- Supervised young adults in consultation with boss and co-workers about where to let them work such as mowing the grass, cleaning the streets and where to paint in our town.

Construction worker

Brimrún

📅 May 2020 – August 2020 📍 Fiskislóð 28b, 101 Reykjavík

- Worked over summer of 2020.
- Hired as a mason for outside the building and inside, put putty around the windows for sealing and other small maintenance construction work.

Service representative

Verifone

📅 May 2018 – August 2018 📍 Hlíðarsmára 12, 201 Kópavogur

- Worked over summer of 2018.
- Hired to fix a glitch in terminals all over Iceland.
- Involved in calling customers or send emails to get them to go through a step-by-step process of fixing the glitch.

Aviation security

Keflavík Airport

📅 May 2016 – August 2017 📍 Keflavíkurlugvöllur, 235 Keflavík

- Summer job back to back summers.
- Fundamental airport security.
- Developed a good communication skill as some passengers were hard to understand.

PROJECTS

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

github.com/Pallur/talgreinir

Final project in the course: Introduction to language technology

📅 October 2019 – December 2019

- In the course Introduction to language technology, I learned how to analyze and process text. Such as POS-tagging, lemmatisation and parsing. I wanted to explore what you could do with a speech recognition website. So I created a website where you can say (probably) any color in English out loud and the color will be displayed. There is a detailed information on how to set it up locally as I was not able to deploy it on a live website.

- Techs: Python, Flask

STRENGTHS

- Softwares

Maya Unreal Engine Nuke
Substance Painter Premiere Pro

- Development

UE Blueprints JavaScript Python
CSS SQL React Node JS Java
C++ SASS Git

SOFT SKILLS

Learning potential Responsibility
Work under pressure Organization
Flexibility Teamwork Honesty
Multitasking

REFERENCES

- Steinunn Árnadóttir, ex-horticultural manager at Seltjarnarnes. S: 661 5600
- Skúli Þorleifsson, Technical director at Verifone. S: 544 5060