

# PÁLL ÁSGEIR BJÖRNSSON

 4th february 1996     +354 824 8916     palliasgeir@gmail.com     github.com/Pallur     palli.vercel.app

## 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

Unreal Engine    Maya    Houdini    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