



# Benedikt Holm

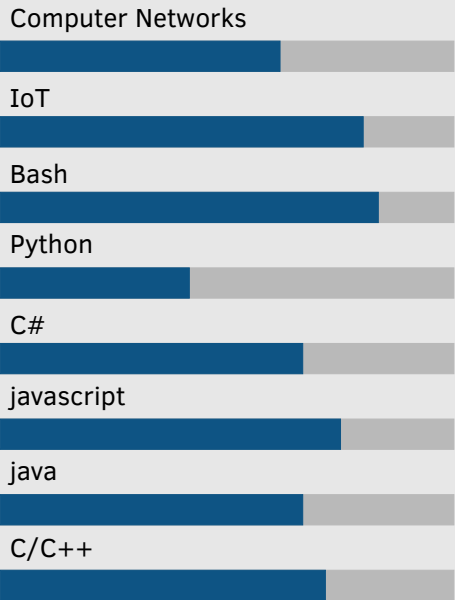
## Computer Scientist

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### About me

A recent computer science graduate from Reykjavik University, with strong background in front-end development, back-end development and game development. I am a very motivated and determined person, with a great drive to perform. I am a quick learner,

### Skills



(\*)[The skill scale is from 0 (Fundamental Awareness) to 6 (Expert).]

### Hobbies and interests

- Art** Avid painter and amateur artist. Preferred medium is acrylic paints. Also have significant experience in digital medium like photoshop & paint, minimal experience with 3D software such as Blender.
- Play** Video game, and overall game enthusiast. Have played a wide variety of games, such as World Of Warcraft, Eve Online, League Of Legends and more.
- Games** Have a lot of passion for game design. Have made everything from simple browser games, to more involved prototypes of mobile games. Mainly worked in Unity but also have made games from scratch using pure Javascript & html5 canvas.
- Food** Kitchen adventurer, there are few things I love as much as making food for those close to me, trying new recipes and expanding my cookbook. A perfect day for me probably ends with a home grilled meal.
- DIY** I love arts and crafts, especially when I can create something that I can connect to the internet, as IoT is a special interest of mine.

### Education

2018-present	M.Sc.	Reykjavik University
	Computer Science, specializing in computer networks and network security.	
2013-2018	B.Sc.	Reykjavik University
	Computer Science	
2009-2013	High school	Menntaskolinn V. Sund
	General STEM program offered by Icelandic high-schools.	

### Experience

2017-2018	Computer networks teachers assistant	Reykjavik University
	Overseeing lab classes, grading student homework.	
2018	Final project intern	Tempo
	Design and development of IDE extensions.	
2017	Timber Salesman.	Husasmidjan
	Basic warehouse management and customer care.	
2014	Test Developer	Azazo
	Developing automatic interface tests in SST.	

### Academic Achievements

- 2017** In a course on embedded systems and the internet of things. Culminating in a fully functional prototype of an air quality sensor IOT device. This device was later re-purposed to serve as a temperature monitor for my homebrewing. I made a front, and a backend to display the current, past and predicted future temperature of my beer-in-making.
- 2018** For my final project my team was responsible for creating IDE extensions for Tempo that recorded the time spent working on issues in JIRA.
- 2017** For a final project in a computer graphics course, I made a procedurally generated, low-poly landscape, with mountains, trees, and lakes.

### References

References are provided upon request.