



Benedikt Holm

Computer Scientist

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Online

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Programming

Javascript ★★★★★
C# ★★★★★
Java ★★★★★
Bash ★★★★★
C/C++ ★★★★★
HTML/CSS ★★★★★
Python ★★★★★

OS Preference

Windows ★★★★★
GNU/Linux ★★★★★
Unix ★★★★★
MacOS ★★★★★

Languages

Icelandic ★★★★★
English ★★★★★
German ★★★★★
Danish ★★★★★

Experience

08/17 - 12/17 **Teacher's assistant for Computer networks**

Student instruction and grading homework.

Reykjavik University

05/17 - 08/17 **Timber Salesman**

Basic warehouse management and customer care.

Husasmidjan

Other work includes Working at the election centers during elections, waiting tables, clerk-work, odd-jobs at a construction site, forklift driving and repairing glasses.

Education

2013 - 2018 **Bachelor's Degree in Computer Science**

Reykjavik University

2009 - 2013 **Student in natural science**

Menntaskolinn v. Sund

Academic achievements

In a course on embedded systems and the internet of things. Culminating in a fully functional prototype of an air quality sensor IOT device. The design report is available at www.spock.is/documents/air_sensor_dd.pdf.

For a course on Advanced Game design. My team created a simple mobile game, where I was responsible for modeling, rigging & procedurally animating a snowboarder.

For a course on Computer Graphics, I used OpenGL to create a procedurally generated low-poly landscape with trees, lakes & mountains.

For my final project my team was responsible for creating IDE extensions for Tempo that recorded the time spent working on issues in JIRA.

Hobbies and interests

Art Avid painter and amateur artist. Preferred medium is acrylic paints.

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.

Referees

Marcel Kyas, Assistant Professor at Reykjavik University.

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David James Thue, Assistant Professor at Reykjavik University.

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