Bjorn Elvar Thorleifsson

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Links

Email · Mobile · Website · GitHub · LinkedIn



Summary

Ambitious quick-learner with a background in audio engineering and a passion for technology and computers. I am
currently studying Computer Science at Reykjavik University and am looking for a position where I can apply my
skills and learn new ones.

Education

• Computer Science BSc
Reykjavik University

(2021-2024)

• Preliminary Studies (2019-2021)

Keilir

• Audio Engineering (2018-2018)

Tækniskólinn

Skills

• Programming Languages

C#, Python, JavaScript, TypeScript, SQL, HTML, CSS, LaTeX, Java

• Operating Systems & Tools

MacOS, Figma, bash, git, Unity, Windows

• Libraries & Frameworks

.NET, EF Core, Pandas, Numpy, Jupyter, Django, React, jQuery, NextJS

• Data Management

PostgreSQL, MySQL, MongoDB, SQLite, ClickHouse, Prisma ORM, SQLite

Experience

Backend Developer

Reykjavik University - Research Assistant

MAY 2023 – SEP 2023

Developed a .NET backend for a web-based sleep research platform, aimed at facilitating machine learning data labelling and analysis. Key responsibilities included designing and implementing robust data handling processes, ensuring scalability, and collaborating with research teams to tailor functionalities for advanced sleep pattern studies. Successfully optimized database efficiency by compressing file tables, achieving a 95% reduction in size. This enhancement led to an 80% improvement in segmentation loading times, significantly boosting system performance and data processing speeds.

Audio Engineer
 MAY 2022 – NOV 2022

Storytel

Recording, editing, and mixing audiobooks. Developed strong communication and project management abilities by working closely with production leads and narrators to ensure timely project completion.

• Project Manager & Sound Technician

Hljómahöll

Coordinated live events, performed live audio mixing, and created content for the Icelandic Museum of Rock 'n' Roll

• Support Worker & Custodian

OCT 2016 - JAN 2018

FEB 2019 - SEP 2021

Reykjanesbær

Caretaker role for kids with special needs and general housekeeping and cleaning.

Projects

• NBA Scores: An Alfred Workflow

Link

Github

I used the NBA API to get the data and then built a workflow around it using Python.

• NFL Pick 'em

Link

I built a web app using NextJS and Prisma ORM where users can submit their weekly NFL picks. 150 users currently!

• Canvas Crisis: 2D Platformer Video Game

Link

Game was designed and developed in 2 weeks for a 3-week course at Reykjavik University.

References

• Tómas Young

Hljómahöll - Framkvæmdarstjóri

+354 777 5532

• Ingvar Jónsson

Hljómahöll - Tæknistjóri

+354 615 0130

• Þórhallur Arnar Vilbergsson

Hljómahöll - Tæknistjóri

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