

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** (2021-2024)
Reykjavik University
- **Preliminary Studies** (2019-2021)
Keilir
- **Audio Engineering** (2018-2018)
Tækniskólinn

Skills

- **Programming Languages**
Python, Java, JavaScript, SQL, HTML, CSS, C#, LaTeX
- **Operating Systems & Tools**
MacOS, Figma, bash, git, Unity, Windows
- **Libraries & Frameworks**
Pandas, Numpy, Jupyter, Django, React, jQuery
- **Data Management**
PostgreSQL, MySQL, MongoDB, SQLite

Experience

- **Audio Engineer** May 2022 – NOW
Storytel
Recording, editing and mixing audiobooks. Developed strong communication and project management abilities by working closely with production leads and narrators to ensure each project was completed on time.
- **Project Manager & Sound Technician** February 2019 – September 2021
Hljómahöll
Coordinating live events, live audio mixing and content creation for the Icelandic Museum of Rock 'n' Roll.
- **Support Worker & Custodian** October 2016 – January 2018
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.

- **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**

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- **Ingvar Jónsson**

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- **Þórhallur Arnar Vilbergsson**

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