Bjorn Elvar Thorleifsson

Reykjavik / Chicago

bjornelvar@icloud.com · +354 867 1801

Links

<u>Email</u> · <u>Mobile</u> · <u>Website</u> · <u>GitHub</u> · <u>LinkedIn</u>



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)

. . . .

Audio Engineering (2018-2018)

Tækniskólinn

Skills

Keilir

• Programming Languages

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

• Operating Systems & Tools

MacOS, Figma, bash, git, Unity, Windows

Libraries & Frameworks

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

• Data Management

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

Experience

Backend Developer

Reykjavik University - Research Assistant

May 2023 - NOW

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.

• 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

February 2019 – September 2021

Hljómahöll

Coordinated live events, performed live audio mixing, and created content 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

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

• NFL Pick 'em <u>Link</u>

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

• NBA Scores: An Alfred Workflow

<u>Link</u>

Github

<u>Link</u>

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 +354 846 7407