

*Sigrid Haflínudóttir*  
<ftrvxmtrx@gmail.com>

## Education

2008 **M.S.,** *Belarusian State University of Informatics and Radioelectronics, Minsk, Computer Science*

## Most used tools

C, Go, Java, sh, awk, Erlang, OCaml, Haskell

Plan 9, GNU/Linux

maven, mk, GNU Make, rebar, CMake, cabal, oasis

troff, LaTeX, markdown

## Languages

English **Advanced**

Swedish **Pre-intermediate**

Russian **Native**

## Experience

2013–now **Software Engineer,** Spotify AB, Stockholm.

- Various backend services, namely Spotify Connect: Java;
- Embedded client (running on PS3, PS4 and many embedded platforms): C;
- Backend service for the embedded client; moving logic to the backend: Java.
- Tools for developers and QAs: Go, Python;
- Tooling for automated certification of Connect-enabled hardware: C, Java, gcloud.
- Support for hardware partners.

2013 **Embedded Software Engineer,** Self-employed, Stockholm, POS terminal firmware.

- CLI: Go;
- Server: Erlang;
- POS firmware: C, Haskell (JHC), lua, protobuf, shell.

2011–2013 **Software Engineer,** Klarna AB, Stockholm, Financial system.

- Experimental no-SQL KV storage design and implementation: Erlang/OTP, PropEr, PostgreSQL, RabbitMQ;
- Business intelligence export engine: Erlang/OTP;
- Code generator for business intelligence export engine: Erlang/OTP;
- Real-time statistics collecting: PostgreSQL, Erlang/OTP;
- Chef recipes;
- Fast build system for Erlang software: Go, Erlang/OTP.

2011 **Software Engineer,** PowerMeMobile, Minsk, Telecom billing platform.

- Erlang/OTP;
- Mnesia, rebar, bitcask, log4erl, etc.
- Nodes automatic linking using Bonjour/Zeroconf.

- 2010      **Software Engineer**, Synesis, Minsk, HAL for NEC devboard.
- Linux kernel-level RTP/RTCP support implementation;
  - Performance optimization;
  - Tests in Python;
  - CMake-based build system.
- 2010      **Software Engineer**, Synesis, Minsk, DVB-T software for NEC devboard.
- Porting U-Boot to the devboard, including a lot of reverse-engineering, assembler-level programming;
  - Porting Linux kernel to the devboard;
  - Porting DVB-T software and platform-specific bugfixing;
  - Complete CMake-based build system;
  - Firmware minimization for 8Mb size flash device.
- 2010      **Software Engineer**, Synesis, Minsk, iPhone VoIP app.
- Bugfixing;
  - Helper tools for developers.
- 2009–2010 **Software Engineer**, Synesis, Minsk, iPhone game development.
- Porting existing games to the iPhone platform;
  - Cross-platform game engine using OpenGL(ES), SDL, OpenAL.
- 2009      **Software Engineer**, Synesis, Minsk, OpenGL ES UI tech demo for i.MX31 PDK.
- The tech demo.
- 2008      **Software Engineer**, Synesis, Porting previous project to Fujitsu devboard.
- Cross-compiler toolchain;
  - Providing a way to run and test the software;
  - Adding Fujitsu board support to middleware.
- 2008      **Software Engineer**, Synesis, DVB-T set-top box cross-platform software.
- Cross-platform middleware API design;
  - TI-DM6446 specific middleware implementation;
  - Build system.
- 2007–2008 **Software Engineer**, Synesis, Minsk, DVB-S Linux set-top box (ST7109) software.
- Automatic tests in Python;
  - Extending automatic testing framework;
  - UI screens;
  - Automatic software update functionality and tools.

## Links

github      <http://github.com/ftvrvmtrx>  
bitbucket   <http://bitbucket.org/ftvrvmtrx>