Sigrid Solveig Haflínudóttir
<ftrvxmtrx@gmail.com>

Education

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

Most used tools

Go, C, Java, Erlang, POSIX shell, awk, Haskell, OCaml

Plan 9, GNU/Linux, OpenBSD

mk, GNU Make, CMake, rebar, cabal

troff, LaTeX, markdown

Links

code   `https://git.sr.ht/~ft` (up to date)

github `https://github.com/ftrvxmtrx` (defunct)

Languages

English   **Advanced**

Swedish   **Pre-intermediate**

Russian   **Native**

Experience

2018–2021 **Software Engineer,** G-Loot AB, Stockholm.

- Backend services in Go: docker, k8s, gcloud, PostgreSQL, MQTT.

2013–2018 **Software Engineer,** Spotify AB, Stockholm.

- Spotify Connect: Java;
- Embedded client library (running on TVs, PS4 and many embedded platforms): C;
- Backend service for the embedded client; moving logic to the backend: Java;
- Protobuf library for embedded platforms, with code autogeneration: C, awk, shell;
- Tools for developers and QAs: Go, Python, JS;
- 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 an embedded 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 an embedded devboard.
- Porting a bootloader, reverse-engineering and 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, OpenGLES UI tech demo for i.MX31 PDK.
- The tech demo.

2008   **Software Engineer,** Synesis, Porting previous project to an embedded 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.
- API design, platform-specific middleware implementation, build system.

2007−2008 **Software Engineer,** Synesis, Minsk, DVB-S Linux set-top box (sh4 cpu) software.
- UI logic, software update logic, tests and tools.