

Guðni Matthíasson | CV

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LinkedIn/gudni-matthiasson • Software developer

Education

Reykjavík University

BSc in Computer Science

General computer science studies with a focus on computer graphics, cryptography and computer security. During a class on information technology in education I wrote an article on the uses of video games as engagement tools for learning. The article was published by The Icelandic Computer Society.¹ My final project was a mobile time registration app with electronic invoicing capabilities.

Reykjavík

2011–2014

Menntaskólinn Hraðbraut

Undergraduate Degree in Linguistics

Standard Icelandic undergraduate degree with emphasis on English, Danish, German and Spanish studies.

Reykjavík

2009–2011

Experience

Annata

Software Developer

Microsoft Dynamics solutions for the automotive industry.

I started in customer support, where I received bug reports, developed patches and deployed them to live systems. Soon I was moved into product development, at my own request, where I took part in upgrading the flagship solution from a native client-based architecture to a cloud-based platform with a special emphasis on file system operations, data migration and design guideline compliance. I was tasked with training and supporting new developers in my team and was eventually sent to the Malaysian office in order to establish a standardized methodology for training new developers. I provided support for our partners on global customer implementations and became very interested in quality assurance for product development. Later I worked on introducing a behaviour-driven unit testing strategy and scripted tests into the design and development process for new features.

Reykjavík

2014–present

Domino's Pizza

Driver - Pizza delivery

Mosfellsbær

2013–2014

Bónus

Cashier - Grocery store

Mosfellsbær

2011–2012

Bónus

Warehouse reception - 2-week replacement

Kópavogur

2011

Múr & Steining

General Assistant - Masonry building and repairs

Mosfellsbær

2009–2011

Recommendations

Contact me for details

Certifications

MS: Microsoft Dynamics AX Development Introduction 2016–present
MCPS: Microsoft Certified Professional

MBSS: Microsoft Dynamics AX 2012 Development Introduction 2014–2016
Microsoft Certified Professional

Languages

Icelandic: Proficient *Native language*

English: Proficient *Primary working language since 2014*

Danish: Intermediate *Reading and writing, but little practical experience*

German: Elementary *Basic understanding*

Spanish: Elementary *Basic understanding*

Computer skills

Operating systems: Windows, Linux (Ubuntu, Arch), Mac OS

Programming: Visual Studio, C/C++/C#, .NET, SQL, Java, Python, JavaScript

Other: Microsoft Office, L^AT_EX, HTML, CSS

Interests

Science & technology: I have always been very curious. I want to know how things work and fit together. I am especially interested in space travel and general physics.

Computer security: Since the dawn of the internet, the greatest concern for any connected system is that an attack can be mounted by anyone anywhere. I want to keep learning about possible attack vectors and ways to prevent them.

Music: I am obsessed with all kinds of music. I learned to play the cornet and the guitar at a young age and started focusing entirely on the guitar at age 11. I still play and sing on occasion and enjoy it thoroughly, though others might not.

Travel: My greatest passion in life is to explore new places and experience new things.

Board games: I love sitting down with friends to a nice competitive board game, though I enjoy cooperative board games even more.

Sports: I trained in Tae Kwon Do from age 11 through 15 and transitioned into Brazilian Jiu Jitsu and Thai Boxing. I quit at age 21 but there is something about combat sports that has always fascinated me.

Video games: To me, video games are the most engaging form of digital media. At school I studied and published an article on uses for video games in education.¹

Hiking and camping: Ironically, as a software developer and video game enthusiast, I like taking some time as far away from a desktop computer as I possibly can every so often.

[1] Einar S. Sigurðsson, Guðni Matthíasson, Jón A. Ólafsson (2014, April 9). Tölvuleikir sem námsefni. Retrieved March 3, 2018, from www.sky.is/index.php/toelvumal/item/1705-toelvuleikir-sem-namsefni