Hólmar Karl
Programmer

June 17, 1988

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About me

A computer science graduate from Reykjavík University.
I am laid back and an easy-going person. I am an Arsenal fan and have been for 20 years, but I do know little to none about football and even less about my team Arsenal.

Skill

Good:

Python, JavaScript,

Nodejs, HTML,

CSS, React,

Moderate:

C++, C#,

PostgreSQL, SQL,

Java,

Docker, VueJs, JQuery

interests

I am very passionate about programming. Other interests are messing with broken electronics, I am very fascinated with the possibilities that Arduino and all the modules that can be used with it. In combination with that hobby, I do try to build what I can when it comes to my hobby such as the boxes from aluminum or wood, but I do have the intention of upgrading to a 3D printer.
Another thing I like to do is fishing, that is one of the things I do rarely and when I do it most of the time I don't catch any.

education

🎓 since 2021   B.Sc. Reykjavík University
Majoring in Computer Science

🎓 2017-2018   Highschool, Reykjavík university
Highschool degree from Reykjavík University (Háskólabrú.)

Experience

I have no working experience as a programmer. I do have a portfolio website that displays some small practice projects I made during my studies and final assignments from courses. I have practice with many things and created small apps that I do not display, such as automate work for my father as a real estate broker, that app will send an email for him on 3-7 different places for each apartment he has listed to get information back, it varies between listing and recipients are the banks, insurance, sheriff, etc. I also implemented a feature that iterates over all images in a folder and converts them to optimal color settings, for editing photos from each listing. This was just made to be a time saver.

My final assignment was an idea I got also to help my father who also teaches drivers aid, there he had everything on paper on average 17 A4 papers for each student including having to remember to remind the students to renew their license one year after they finish. The final assignment was a responsive progressive web application, that you have your own userspace, there you calendar where you can post your upcoming sessions, have a digital version of your teaching schedule and each student's progression papers are available for download or printing if needed. Users also have an inbox and will get a notification when they need to remind a student to renew their license.

I have a mobile app that I am making for my sister, that project is almost finished. The idea there was for her a coach to get an application that she could post every week a new schedule with videos of how to do it and her students could work extra at home if they wanted. The app tracks all the time they spend practicing and students can review it anytime. The app also has a top score table that refreshes every week to get the kids to compete with each other or in other words, do some extra work.

I tend to have a lot of tiny practice assignments when I am scavenging new programming technologies and packages.