



Guðjón Hólm

Sigurðsson

SOFTWARE ENGINEER

Computer scientist who works well in a team, with a passion for software development whether it is for the web, desktop, phone, or other devices.

EXPERIENCE

SOFTWARE ENGINEER

Tern Systems ehf • 201, Kópavogur | December 2021 - Present

As part of a two-person development team, I worked on the TAMS AMHS and ROFDS projects, modernizing legacy C++/Qt applications by migrating them from 32-bit RedHat 6 to 64-bit CentOS 8.5 and Rocky Linux 8.10. We designed a new installation process and built custom Linux distributions, automating OS and software deployment. To streamline development, we integrated the projects into Jenkins for automated builds and releases. Working closely with a product manager and later testers, I gained expertise in Linux, C++, CMake, Networking, Jenkins, Docker, VMWare, VirtualBox, Bash scripting, Ansible, and AsciiDoc. Additionally, I developed and released the *Sheller* VS Code extension to simplify Bash scripting, available on the Visual Studio Marketplace <https://marketplace.visualstudio.com/items?itemName=guttih.sheller>

SOFTWARE ENGINEER

Advania ehf • 105, Reykjavík | May 2016 - December 2021

I started as a front-end web developer before transitioning to back-end programming, gaining expertise in JavaScript, C#, C++, Java, Node.js, NestJS, GraphQL, and React, among other technologies. During my time at Advania, I worked as a contractor for Íslandsbanki, Síminn, and Valitor (now Rapyd), with most of my work focused on C# development across both front-end and back-end systems. At Valitor, I spent two years working on C# back-end services and desktop application development. Additionally, I contributed to the *Product Catalog Web Service* for island.is (<https://island.is/s/stafraent-island/vefthjonustur>) and co-authored a *development manual for web services*, available at <https://island.is/s/stafraent-island/throunarhandbok>

CONTACT

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EDUCATION

BSc in Computer Science
Reykjavík University
102, Reykjavík

SKILLS

TECHNICAL EXPERTISE

- Web development
 - front-end & back-end
- Desktop application development
- Phone application development
- Device (IOT) development
- Linux

PROGRAMMING LANGUAGES

- C++
- C#, WPF & .NET
- Java
- JavaScript & TypeScript
- Python
- Bash
- SQL
- HTML, CSS

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INTERESTS

My primary interest is IoT programming, a field I've been passionately engaged in for many years. I enjoy the entire process, from designing and building hardware (including custom PCBs and handcrafting elements) to developing the software that brings it all to life. This organized approach is reflected in projects like my [GParts](#) database for managing electronic components.

A portfolio of my diverse projects is available on my [website](#). Notable examples include [Hot-tub Temperature](#), a wifi-controlled water-mixer for my hot tub, featuring a color touch display and custom PCB: I designed the PCB and developed the control software, including valve control and sensor integration. The water mixer, consistent with my project approach, utilizes a web API and a custom-designed PCB. Many of my projects utilize [VoffCon](#), my own system for controlling devices and appliances from anywhere.

Projects are hosted on both [GitHub](#) and [GitLab](#). I also manage the [Arduino Iceland](#) Facebook group (1,300+ members) and share videos of my projects on my [personal YouTube](#) channel and my [Arduino Island](#) channel.

EXPERIENCE

ASSISTANT TEACHER IN WEB PROGRAMMING II

University of Reykjavík • 102, Reykjavík | January 2016 - May 2016

University of Reykjavík • 102, Reykjavík | January 2017 - May 2017

ASSISTANT TEACHER IN DATABASES

University of Reykjavík • 102, Reykjavík | August 2016 - December 2016

OWNER

Undri ehf • 260 • Reykjanesbær | 2001 - 2017

Various tasks as happens in small companies. Was responsible for sales, marketing, accounting, quality systems, programming, and maintenance of the computer system.

SOFTWARE DEVELOPER

Netverk ehf • 105 • Reykjavík | 1998 - 2001

I worked in the software development department, primarily using C++ for both window and console applications. My main project was developing a GPS Server that tracked ships' locations via GPS devices, stored data in a database, and allowed access through SQL commands via email. I also developed GPS Retriever, a tool that enabled ship owners to track their vessels via satellite/email. Additionally, I developed a website and WAP applications for the company's product, WapStar, and worked on installation software and automating build processes. I was also responsible for reviewing and rebranding all company software for various customers.

PREVIOUS EXPERIENCE

Seaman, Mate, Various companies | 1989 - 1997

Fish Processor, Various companies | 1984 - 1988

EDUCATION

BSc in Computer Science

Reykjavík University • 102, Reykjavík | 2014 - 2016

Worked as an Assistant Teacher in Web Development II and Databases during my studies and after joining Advania.

Computer Programming

Technical College (Industrial School) • 101, Reykjavík | 1996 -1998

350-ton Skipper's License

Technical College (Seaman's School) • 101, Reykjavík | 1991 -1992