



Elvar Örn Unnpórssson

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EDUCATION

TECHNICAL UNIVERSITY OF DENMARK (DTU)

MSC IN DIGITAL MEDIA ENGINEERING

2010-2013

Thesis title: Rendering Lava

REYKJAVÍK UNIVERSITY

BSC IN COMPUTER SCIENCE

2007-2010

Thesis title: Modelling rain in virtual environments

LINKS

Github: <http://github.ellioman.com>

LinkedIn: <http://linkedin.ellioman.com>

Twitter: <http://twitter.ellioman.com>

SKILLS

Programming, scripting and markup languages

C# • Python • C++ • Java •

Javascript • Ruby • XSLT • Git • XML

• JSON • HTML • CSS • LATEX2_ε

Graphic languages and libraries

OpenGL • GLSL • Cg

Game Engines, Modeling, Animation and Rendering Software

Unity3D • Panda3D • Phaser •

Autodesk Softimage • ProEngineer

Other software

XCode • Visual Studio • Photoshop •

Adobe Flash • VYRE Unify •

Wordpress • Pro Tools • Cubase

ENDORSEMENTS

UNI DAHL

House on Fire ApS

u9@houseonfire.dk

+45 3155 5755

THOMAS RYDER

Italic ApS

thomasryderdk@gmail.com

+45 2174 8068

TIM GARBOS

Triband Production ApS

tim@triband.net

EXPERIENCE

ELLIOMAN GAMES | JUNE 2013 → TODAY

Fuzzy House | Fuzzy House ApS

- Responsible for finding a framework (Phaser) for HTML5 game and a 2D Animation Software (Creature). Programmed the base template for the game, using HTML and Javascript, along with the core game mechanics.

Keyboard Sports | Triband ApS

- Gameplay & shader programming, optimizations and testing

The Silent Age | House on Fire ApS

- Gameplay programming, various editor scripts, optimizations and testing
- Implemented In-app purchases and cloud services (iCloud & Google Play)
- Did a complete rewrite of all text handling (actions, comments, dialog) in the game so it could handle localizations for over eight languages as well as voice recordings
- In charge of porting the game to PC/Mac/Steam/Apple TV and handling of all builds and releases for those platforms

Pearly | Tappaz ApS

- Gameplay programming, In-app purchases and Game Analytics tracking
- Created a plugin in Java to handle In-app purchases for Kurio devices
- Remade the package management using asset bundles for new purchases
- New user interface and animations system
- Added some file handling (XML) used for placing pins on plates

GoKitty | Tappaz ApS

- Gameplay programming, input handling and In-app purchases
- Made a backend controller for every flash asset used in the game
- Created all in game GUI using Adobe Flash and the UniSWF plugin

Neon Zone | House on Fire ApS

- Updated the Unity3D version and resolved issues related to that
- Implemented various plugins so the game could be released in Korea

Snot! | House on Fire ApS

- Gameplay programming and tracking using Game Analytics
- Implemented Pressure-Soft-Body-Model introduced by Maciej Matyka
- Rewrote all level loading/saving

Brainz | House on Fire ApS

- Lead programmer for the prototype sponsored by the Dansk film institute
- Gameplay, input & controls, AI, animations, weapons, powerups, etc

ICELANDIC TELECOM | DECEMBER 2003 – AUGUST 2010

- Worked on numerous web sites for Skipti and its subsidiaries. This included sites such as Skipti.is, Siminn.is, Siminn.dk, Mila.is and Ring.is. Worked extensively with XML Data-stores and XSLT stylesheets in the Vyre Unify content management and did various Javascript scripts for forms