



Hallur Kristinn HALLSSON
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[GitHub](#) | [LinkedIn](#) | [Portfolio](#)

ABOUT ME

Passionate and skilled game programmer/developer completing a Master's degree in Games (technology track) at the IT University of Copenhagen, graduating in June 2025. Experienced in game programming, development tools, and QA methodologies. Strong problem-solving abilities and a collaborative mindset, with a keen eye for both software quality and player experience. Seeking a role as a game developer or QA to contribute technical expertise and analytical skills to innovative game projects.

EDUCATION

IT UNIVERSITY OF COPENHAGEN – COPENHAGEN, DENMARK

August 2023 - June 2025

MASTER OF SCIENCE IN GAMES (TECHNOLOGY TRACK)

- Thesis: *"How can insights from an initial game prototype be used to refine not just the final game outcome, but also the design process and development methodology?"*
- Relevant coursework: Game Programming, AI & Game Systems, Graphics & Rendering, Physics & Simulation, Game Architecture, Game Development Methodologies

UNIVERSITY OF ICELAND – REYKJAVIK, ICELAND

August 2018 - February 2022

BACHELOR OF SCIENCE IN COMPUTER SCIENCE

EXPERIENCE

QA INTERN AT SYBO GAMES

September 2024 – December 2024 / Copenhagen, Denmark

QA Intern at SYBO Games, responsible for testing and ensuring the quality of new features and updates for Subway Surfers. Conducted functional, regression, and exploratory testing to identify and document bugs. Collaborated closely with developers, designers, and producers to improve game stability and player experience. Assisted in test case creation and contributed to refining QA workflows. Gained hands-on experience with game development tools and QA methodologies in a fast-paced, collaborative environment.

PRM ASSISTANT & PASSENGER SERVICE EMPLOYEE AT ISAVIA EHF

May 2021 – August 2022 / Keflavik, Iceland

Provided assistance to Passengers with Reduced Mobility (PRM) in navigating the airport and boarding/disembarking flights. Trained in assisting passengers with disabilities and performing basic first aid. Served as the first point of contact for many travelers, resolving various flight-related issues with professionalism and empathy. Collaborated with airline and airport staff to manage large crowds and ensure smooth passenger flow during peak travel times.

DELIVERY DRIVER AT UPS ICELAND

June 2020 – December 2020 / Reykjavik, Iceland

SALES ASSISTANT AT EUROPACAR ICELAND

May 2015 – August 2019 / Keflavik, Iceland

HARD SKILLS

PROGRAMMING LANGUAGES *Experienced:* C# | Python | C++ *Familiar:* JavaScript | C | Java | Scheme

DEVELOPMENT TOOLS Unity | GitHub | Godot | Unreal | Linux

WEB DEVELOPMENT React | Next.js | TypeScript | CSS | HTML | Node.js | Express.js | PostgreSQL

LANGUAGES *Native:* Icelandic *Fluent:* English *Intermediate:* Danish

SOFT SKILLS

- Problem-solving and debugging
- Collaboration with cross-functional teams
- Analytical thinking in refining development processes
- Adaptability to different environments and methodologies