NAME	**Hjalti Jakobsson**
DATE OF BIRTH	November 25, 1982
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LOCATION	Reykjavík, Iceland
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WEBSITES	www.hjaltijakobsson.com
	www.github.com/hjaltij

EDUCATION

2004-2007	Reykjavik University / Computer Science B.Sc.
2002-2003	Akureyri School of Art / Preparatory Studies
1998-2003	Akureyri Junior College / Matriculation

EXPERIENCE

2011-

Self Employed
Currently running my own software company
- Developing an iOS client for Plex / www.plexapp.com
- Developed an iPhone client for dk Software / www.dk.is
- Developing a Mac OS X application for Testflight / www.testflightapp.com
- Developing and maintaining an iPhone client for Hype Machine Inc / www.hypem.com
- Developed an iPhone client for Sideline Sports called XPS Client.

2008-2011

Gogogic
Senior Game Developer
- Worked on prototypes, game design and a level editor for Tiny Places, a level based game for iPhone and iPad.
- Tech lead for Habitarium, a large social online game for Neopets/Nickelodeon.
- Developed Soft Freak Fiesta, a true multi-player game for iPhone/iPod touch. Soft Freak Fiesta received a nomination for Best Artistic Achievement at the 2010 Nordic Game Awards.
- Developed Symbol6, a fast paced puzzle game for iPhone/iPod touch. Symbol6 received a nomination for the Best New Nordic Talent at the 2009 Nordic Game Awards.

2007-2008 Self Employed

Ran my own software company

- Worked with CCP Games preparing an EVE Online installation disc for production.
- Designed and developed a music store client for Tonlist.is/D3. Biggest online music distributor in Iceland. Written in Objective-C/Cocoa.
- Programmed and designed a web-based real estate client in collaboration with Think. Software. I lead a small team of developers for this project.
- Worked on deCODEme for Decode Genetics. deCODEme is a service offering a genome scan and online analysis of DNA profiles.
- Did consulting work for Gogoyoko, a start-up targeting the music industry world wide.
- Developed a web-based front end for configuring mobile services for Vodafone. Written in PHP in collaboration with Think Software.

2007 Glitnir Bank

Software Engineer

- Worked on one of Iceland's largest online banking systems mostly using Microsoft .NET and Oracle.

2003-2007 Think Software

Chief Technology Officer

- Designed and developed a large and flexible CMS that now runs over 200 websites.
- Created a mobile client for a task management system (C# / Windows Mobile)

1999-2007 Freelance Work

Web development and graphic design

- Developed an Icelandic music site / www.rjominn.is.
- Developed a portfolio website for Gott Fólk (advertising agency).
- Developed an Icelandic XBOX website for Tölvudreifing ehf.
- Graphic design for Akureyri Junior College.
- Designed, developed and maintained an Icelandic community website focused on design, art and photography.

2000-2003 Teikn á lofti / Part-time

Graphic design and web programming

- Worked on an online map solution / Inter-map
- Worked on an online database for KGSÍ (the icelandic graveyard institution)

PERSONAL PROJECTS

2011 Peel 2.0

Released a new and redesigned version of Peel / www.getpeel.com

2007	Peel
	Designed and developed an application to monitor MP3 blogs and stream music. Written in Cocoa/Objective-C / www.getpeel.com

Media Coverage

· *"Being a hip audiophile just got much easier."* - Brian Chen, Macworld

· *"Mac-using MP3 blog readers of the world rejoice, for this new application shall make your music consuming lives a breeze."* - Stereogum

· *"MP3 blogs are officially the new file-sharing. We've said it before, but the arrival of Peel, a program that harvests MP3s from the blogs themselves, puts the icing on the cake."* - Dave Morris, Eye Weekly

SKILLS

Objective-C/Cocoa	Expert	PHP	Expert
Ruby/Ruby on Rails	Highly Proficient	Java	Proficient
C++	Proficient	SQL	Expert
C#/.NET	Proficient	Javascript	Proficient

AWARDS

2006	Received scholarship from Glitnir Bank for exceptional grades
2005	Awarded for outstanding academic achievement / Dean's List
2004	Nominated for the best personal website in Iceland

TALKS

2012	Gave a talk on mobile development at Advania
2010	Taught a free six week course on iPhone development
2010	Held a guest lecture on iPhone development at the University of Iceland
2009	Gave a talk on iPhone development at an Icelandic Gaming Industry event

OTHER

I'm a tech thirsty-guy and always exploring new things. I enjoy working in groups and I have extensive experience leading small teams and working on my own. I have a passion for great design and an excellent eye for detail and user interfaces.

REFERENCES

Available upon request.