



# Elvar Örn Unnþórsson

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## EDUCATION

TECHNICAL UNIVERSITY OF  
DENMARK (DTU)  
MSc in Digital Media Engineering

REYKJAVÍK UNIVERSITY  
BSc in Computer Science

## LINKS

- [github](#)
- [linkedin](#)
- [twitter](#)

## SKILLS

### PROGRAMMING, SCRIPTING & MARKUP LANGUAGES

C# • Python • C++ • Java •  
Javascript • Ruby • XSLT • Git •  
XML • JSON • HTML • CSS •  
LaTeX

### GRAPHIC LANGUAGES/LIBRARIES

OpenGL • Cg • GLSL • HLSL

### SOFTWARE

Unity3D • XCode • Visual Studio  
• Perforce • Photoshop •  
Panda3D • Phaser • Autodesk  
Softimage • ProEngineer • Adobe  
Flash • Wordpress

## ENDORSEMENTS

### KLAUS GREGERSEN

Lead Programmer  
Flashbulb Games ApS  
[klaus@flashbulbgames.com](mailto:klaus@flashbulbgames.com)

### TIM GARBOS

Creative Director  
Triband Production ApS  
[tim@triband.net](mailto:tim@triband.net)

### UNI DAHL

CEO  
House on Fire ApS  
[u9@houseonfire.dk](mailto:u9@houseonfire.dk)

## EXPERIENCE

### GRAPHICS PROGRAMMER - FLASHBULB GAMES

| JANUARY 2017 – TODAY

Graphics programmer on Trailmakers

- Graphics improvements, VFX and performance
- Shader programming & GPGPU with compute shaders
- Performance profiling & optimizations

Programmer on Kalimba

- Responsible for porting the game from Xbox to iOS

### PROGRAMMER - ELLIOMAN GAMES

| JUNE 2013 -> TODAY

The Silent Age | House On Fire

- Gameplay programming, optimizations, editor tools, In-app purchases and cloud services (iCloud & Google Play)
- Complete rewrite of all text handling for voice recordings and localizations in over eight languages
- Responsible for porting the game to PC/Mac/Steam/Apple TV and handling of all builds and releases for those platforms

Keyboard Sports | Triband

- Gameplay & Shader programming
- Profiling & Optimizations

Pearly | Tappaz

- Gameplay programming, UI, In-app purchases and analytics tracking
- Java plugin to handle In-app purchases for Kurio devices
- Remade the package management using asset bundles for new purchases

GoKitty | Tappaz

- 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

- Various updating and improvements for Korea market release

Snot! | House on Fire

- Gameplay programming and analytics tracking
- Implemented Pressure-Soft-Body-Model introduced by Maciej Matyka

Fuzzy House | Fuzzy House

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