

# Hannes Kr. Hannesson

Brúnaaland 14, 108 Reykjavík, Iceland

☎ (+354) 858-1776 | ✉ hanneskr4@gmail.com | 📱 HKH515 | 🌐 hanneskr

## Education

### Reykjavík University

Reykjavík, Iceland

B.SC. IN COMPUTER SCIENCE (NOT FINISHED)

Fall of 2015 - Spring of 2018

- Currently working on finishing my Bachelor's Degree in Computer Science that I expect to finish in early 2018. I will have completed 132 ECTS units after this semester, my current average grade is **8.66/10**.
- Notable courses taken:
  - Algorithms
  - Graph theory
  - Theory of computation
  - Cryptography and number theory
  - Linear algebra
  - Discrete mathematics
  - Mathematical programming
  - Data structures
  - Calculus and statistics
  - Game theory
  - Design and analysis of algorithms (currently enrolled)
  - Abstract algebra and combinatorics (currently enrolled)
- My final project consisted of contributing to the open-source graph analysis software GTea/GraphTea with my colleague Alex Cregten, we implemented the data structure described in the 1976 paper "Testing for the consecutive ones property, interval graphs, and graph planarity using PQ-tree algorithms" by Kellogg S. Booth and George S. Lueker. The data-structure offers an efficient way to query elements in a set adhering to given permutation constraints, our motive for implementing this is for efficient graph planarity testing.

### Technical college of Reykjavík (Computer study programme)

Reykjavík, Iceland

STÚDENTSPRÓF (MATRICULATION EXAM)

Fall of 2011 - Spring of 2015

- Finished a matriculation exam with a focus on computer science related subjects such as programming; database and web development.

## Experience

### RVX (Reykjavík Visual Effects)

Reykjavík, Iceland

INTERN

Jul. 2015 - Dec. 2015

- Worked on back-end pipeline tools for VFX content production.
- Improved a front-end tool used by VFX artist for interacting with a pipeline system.
- Worked on some image processing scripts written in Python using ImageMagick

### Reykjavík University

Reykjavík, Iceland

TEACHING ASSISTANT IN COMPUTER ARCHITECTURE

August 2016 - Nov. 2016

- Helped students understand concepts such as binary/floating point numbers, binary operations, and assembly programming.

### Reykjavík University

Reykjavík, Iceland

TEACHING ASSISTANT IN ALGORITHMS

August 2017 - Nov. 2017

- Helped students understand algorithms such as BFS, DFS, Kruskal's/Prim's MST, Complexity theory, and data structures such as Union-Find and Red-Black trees.

### Reykjavík University

Reykjavík, Iceland

TEACHING ASSISTANT IN DATA STRUCTURES

Jan. 2018 - Apr. 2018

- Helped students understand abstract data types such as Hashmaps, Binary Search Trees, Linked Lists, Stacks and Queues.

## Reykjavík University

Reykjavík, Iceland

JUDGE IN THE ICELANDIC HIGHSCHOOL PROGRAMMING COMPETITION (FORRITUNARKEPPNI FRAMHALDSSKÓLANNA)

March, 2017

- Author of the problem "Dansgólf"
- Author of the problem "Designers strengir"
- Author of the problem "Heimilisverk"
- Author of the problem "Siggi sement"
- Translated the problem "Undrabarn"

## Interests

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### Competitive programming

A GREAT PASSION OF MINE IS COMPETITIVE PROGRAMMING, SOLVING ALGORITHMIC PROBLEMS BY WRITING EFFICIENT AND WELL PERFORMING CODE. AS OF WRITING THIS I HAVE SOLVED 144 PROBLEMS ON THE WEBSITE WWW.KATTIS.COM. I HAVE COMPETED IN A NUMBER OF PROGRAMMING COMPETITIONS, THE MOST NOTABLE ARE LISTED BELOW.

- PLACED 5TH NATIONALLY IN NORDIC COLLEGIATE PROGRAMMING CONTEST 2017
- PLACED 6TH NATIONALLY IN NORDIC COLLEGIATE PROGRAMMING CONTEST 2016

## Program Committees

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**Board member, Competitive programming association of Iceland ([www.keppnisforritun.is](http://www.keppnisforritun.is)),**

- 2017 - My duties involve writing programming problems for the Icelandic Highschool Programming  
Current Competition, writing solution slides for said problems, as well as expressing my opinion on matters relating to the organization.

Iceland