
Eyrun Eyjolfsson

E-mail: eeyjolfs@caltech.edu

Phone: (805) 455 3879

Education

California Institute of Technology *2010-current*
Ph.D. in the fields of Computer Vision and Machine Learning

University of California, Santa Barbara *2008-2010*
M.S. in Computer Science

University of Iceland *2004-2007*
B.S. in Mathematics with emphasis on Computer Science

TA Experience


Teaching Assistant @ UC Santa Barbara

CS24 - Problem Solving II: *spring 2010*

An introduction to C++ and data structures. Weekly lab sessions, weekly office hours, creating and grading projects, grading midterms and final exams. Professors: Divy Agrawal and Mike Costanzo.

CS40 - Fundamentals of Computer Science: *winter 2010*

A course about discrete mathematics. Weekly discussion sessions, weekly office hours and grading homeworks, midterms and final exams. Professor: Wim van Dam.

 *Outstanding TA award :)*

CS40 - Fundamentals of Computer Science: *fall 2009*

A course about discrete mathematics. Weekly discussion sessions, weekly office hours and grading homeworks, midterms and final exams. Professor: Omer Egcioglu.

Work Experience

Intern @ Nokia Research Center, Palo Alto *summer 2010*

Interned with the VCU (visual computing and ubiquitous imaging) team. Worked on an interface for panorama construction and created a viewer for browsing large panoramic images.

Risk Manager @ Kaupthing Bank, HQ *2007-2008*

Maintained and developed systems to support the work of the bank's Capital Markets and Proprietary Trading, as well as monitoring them and providing reports to the senior management. I also worked on improving the pipeline for registering trades.

Other (with school / during summers) *1999-2007*

Math Tutor (2004-2007), Jazz Ballet Teacher (2006-2007), Kindergarten Teacher (summer 2006), Theme Park Instructor (summers 2002-2004), House Painter (summer 2005), Domino's Pizza Representative (2001-2003), Cashier (1999-2001).

Technical Skills

Programming: Most proficient in C++ and Java. Used Matlab, C, C#, .Net, Python, Ruby on Rails, Cg and SQL. Libraries include OpenGL, OpenCV, Qt, GTK+.

Platforms: Mac OS/X, Windows and Linux (Ubuntu) and the mobile platforms Maemo and Symbian.

Papers

CircuitBoard: Sketch-Based Circuit Design and Analysis, Shane Zamora and Eyrun Eyjolfsson, IUI Workshop on Sketch Recognition, Florida, February 2009 - *accepted for a long talk*.