
Solid Clouds Appoints Chief Technical Officer

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Þorgeir is no stranger to Solid Clouds or the Starborne universe, as he worked on the company's previous game, Starborne: Sovereign Space, as the technical lead. Solid Clouds' focus has always been on creating a solid technical base to facilitate a swift turnaround time for future products, and Þorgeir has been and continues to be a vital part of that strategy.

Þorgeir holds a MSc degree in Computer Science from Reykjavík University, where he also held a position as a teaching assistant for several years. In addition to this, he was also a research scholar in machine learning at Emory University in Atlanta Georgia, and has a wealth of experience as a software developer and tech lead in the gaming industry.

For any further information please contact

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Attachments

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