GUDRUN OSKARSDOTTIR

Acoustic Engineer

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PROFILE

An acoustic engineer with over ten years of experience spanning consulting, product development, algorithm design, and research. Expertise in room acoustics, building acoustics and electroacoustic product development. Proven track record of developing acoustic simulation software, leading product development cycles from prototype to manufacturing as well as providing acoustic consulting for large-scale building projects. Collaborative and cross-disciplinary approach to problem solving, combining engineering grit with creative problem-solving.

CORE COMPETENCIES

Acoustics & Audio Room acoustics, building acoustics, sound insulation, electroacoustic product development, acoustic measurement and validation, psychoacoustics evaluations.

Software & Simulation Python, C++, Matlab, acoustic simulation (raytracing, image source methods, discontinuous Galerkin methods), DSP, signal processing.

Engineering & Development Product development lifecycle, acoustic testing and validation, quality assurance in product and software development.

Project Leadership Project management, cross-functional team collaboration, agile/scrum methodologies, technical documentation.

EDUCATION

M.S. in Acoustic Engineering
Technical University of Denmark (DTU) 2011–2014

B.Sc. in Electrical Engineering
University of Iceland 2008–2011

Arts Studies towards B.A.
Icelandic University of the Arts 2019–2020

WORK EXPERIENCE

ACOUSTIC CONSULTANT

Myrra Hljóðstofa | Reykjavík, Iceland | October 2024 – January 2026

Provided acoustic consulting services to architects and design teams on various large-scale building projects. Advised on room acoustics, sound insulation, and noise control strategies. Collaborated within multidisciplinary design groups to integrate acoustic requirements into architectural planning from early design stages through construction documentation.

LEAD AUDIO ENGINEER & SENIOR ACOUSTIC ENGINEER

Treble Technologies | Reykjavík, Iceland | May 2021 – October 2024

Early employee at a tech startup developing cloud-based acoustic simulation software. Built an accurate acoustic simulation algorithm from scratch using hybrid methods combining raytracing, image source techniques, and wave-based discontinuous Galerkin methods. Led project management for the debut release of the cloud-based simulation platform, including web application development and user-facing features.

ACOUSTIC AND SOUND QUALITY ENGINEER

Sennheiser Communications | Ballerup, Denmark | May 2015 – August 2018

Conducted research and development within the acoustic group, focusing on professional headsets and speakerphones for enterprise and gaming markets. Developed and tested acoustic components, optimising acoustic performance and sound quality. Validation testing before manufacturing tooling. Worked with embedded software systems and collaborated across multi-disciplinary teams.

DSP ENGINEER

Raförninn | Reykjavík, Iceland | January 2015 – May 2015

Implemented image processing algorithms for medical imaging applications, specifically for detection of signals in tomography scans. Developed code in a collaborative environment using Git version control and agile/scrum workflows.

TEACHING ASSISTANT

DTU - Electro | Lyngby, Denmark | 2012 – 2013

Assisted students with calculations and coursework in two M.Sc. courses: Fundamentals of Acoustics and Noise Control, and Advanced Acoustics. Supported student learning through problem sessions and individual guidance.

IT ENGINEERING INTERN

Landsnet | Reykjavík, Iceland | Summers 2010, 2011, 2012

IT job at Iceland's national electricity transmission system operator. Updated and maintained control interfaces for the company's energy flow management system. Setup and maintenance network monitoring systems.

PUBLICATIONS & CONFERENCE PAPERS

Óskarsdóttir, G., Pind, F., & Pedersen, J. (2024). "Industrial Applications of Hybrid Room Acoustic Simulations Using a Combination of Discontinuous Galerkin Method and Geometrical Acoustic Methods – Benchmark Case Study." AES International Acoustics & Sound Reinforcement Conference, Le Mans, France.

Käsbach, J., May, T., Óskarsdóttir, G., Jeong, C-H., & Chang, J. (2014). "The Effect of Interaural-Time-Difference Fluctuations on Apparent Source Width." DAGA, Nürnberg, Germany.

Olafsdottir, H., Goodenough, D., Óskarsdóttir, G., et al. (2015). "Automated Uniformity Measurements Using a Comprehensive Tomosynthesis QA Phantom." AAPM Annual Meeting. (Poster SU-E-P-50)

LANGUAGES

Icelandic (native). English (fluent) Danish (fluent)

PERSONAL

In my personal life I love music, I played cello for years when I was a student and still do in my free time, although other instruments have also entered the game. I also enjoy drawing, painting and knitting and just generally observing the beauty of life.