

ALBENA STEFANOVA

2D & 3D COMPUTER GRAPHICS, VR & AR

⊕ albena-s.github.io/Portfolio/ (lm) www.linkedin.com/in/albena-stefanova

Education

Master's Degree in Computer Graphics

University Montpellier

Montpellier, France

2021 - 2023

Computer Graphics - Virtual and Augmented Reality - Video Game Development - Interactive Simulation Image Processing and Analysis - Artificial Intelligence

Bachelor's Degree in Computer Science

University Lille

Lille, France

2018 - 2021

Object-Oriented Design (OOP) - Web Technologies - Network and Systems - Database Development Algorithms - Functional and Logical Paradigms

Work experience

Virtual Reality Engineer Intern

Virtualis

February 2023 - July 2023

Developed VR applications for physiological rehabilitation using Unity and C# in collaboration with health professionals.

Utilized strong 3D math skills to ensure the best performance, quality, and responsiveness of applications and games. Designed and developed intuitive and engaging user interfaces to enhance user experience and improve usability.

Full stack Developer Back-end Developer Intern

April 2021 - August 2022 June 2020 - August 2020

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Qualified in Object-Oriented Software Design and Implementation, specializing in Java Spring Boot and AngularJS for web development.

Skilled in Agile development methodologies, including daily stand-ups, sprint planning, retrospectives, and code reviews.

Skills

Programming Languages Game Engine Version control systems Project Management C/C++ - C# - Java - Python Unity Git - SVN Jira - Trello - ClickUp - Notion JavaScript - SQL - Haskell GLSL - R Languages **Development Principles Software Tools Image Processing and Analysis** OpenGL - Software engineering Blender - Adobe XD English - French - Bulgarian learning for image Android Studio - Jenkins Machine Learning - Design processing - Object recognition Patterns - Computer networks MySQL Workbench Image segmentation - Digital signal processing

Interests