



Denitsa Aleksandrova Asova

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WORK EXPERIENCE

11/2022 – 02/2023 Munich, Germany

STUDENT WITH ACADEMIC AUXILIARY ACTIVITIES (TUTOR) TECHNICAL UNIVERSITY OF MUNICH

- Tutor for the Master's course "Patterns in Software Engineering"
- Supported students and the professor during the lecture and the in-lecture exercises
- Corrected homework exercises
- Corrected final exams

04/2021 – 07/2021 Munich, Germany

STUDENT WITH ACADEMIC AUXILIARY ACTIVITIES (TUTOR) TECHNICAL UNIVERSITY OF MUNICH

- Tutor for the Bachelor's course "Introduction to Software Engineering"
- Held two tutor groups per week, elaborating on the topics covered in the lecture
- Corrected homework exercises
- Corrected final exams

06/2020 – 09/2020 Munich, Germany

STUDENT WITH ACADEMIC AUXILIARY ACTIVITIES (TUTOR) TECHNICAL UNIVERSITY OF MUNICH

- Tutor for the Bachelor's course "Introduction to Software Engineering"
- Held two tutor groups per week, elaborating on the topics covered in the lecture
- Corrected homework exercises
- Corrected final exams

EDUCATION AND TRAINING

10/2021 – 11/2023 Munich, Germany

MASTER OF SCIENCE: INFORMATICS: GAMES ENGINEERING Technical University of Munich

Address Arcisstraße 21, 80333, Munich, Germany | **Final grade** 1.7 |

Thesis A VR Travel Application for Elderly People Focusing on Object Integration with Augmented Virtuality

10/2018 – 08/2021 Munich, Germany

BACHELOR OF SCIENCE: INFORMATICS: GAMES ENGINEERING Technical University of Munich

Address Arcisstraße 21, 80333, Munich, Germany | **Final grade** 1.9 |

Thesis An AR Serious Game about Obsessive-Compulsive Disorder

09/2013 – 05/2018 Sofia, Bulgaria

SECONDARY EDUCATION National High School of Mathematics and Natural Sciences "Academician Lyubomir Chakalov"

Passed state matriculation exams:

- Mathematics – 6.00/6.00 (23.05.2018)
- Bulgarian Language and Literature – 5.81/6.00 (21.06.2018)

Address ul. "Bigla" 52, 1164, Sofia, Bulgaria | **Field of study** Mathematics and Informatics | **Final grade** 5.97/6.00

● **LANGUAGE SKILLS**

Mother tongue(s): **BULGARIAN**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C2	C2	C2	C2	C2
GERMAN	C2	C2	C2	C2	C2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

● **DIGITAL SKILLS**

Programming Languages:

C, C++, C# | Java | Python | PHP | Assembly

Game Development:

Unity Engine | Unreal Engine | Oculus Quest Development | Android app development

Tools:

Eclipse, IntelliJ | Visual Studio | Android Studio | Git | Maven | LATEX

Web Development:

HTML | CSS | JavaScript

● **HONOURS AND AWARDS**

2017
Spring Mathematics Tournament - Third Team Place (Bulgaria)

2016
Autumn Mathematics Tournament - Third Team Place (Bulgaria)

2013
Mathematics Tournament “Chernorizets Hrabar” - First Place (Bulgaria)

● **HOBBIES AND INTERESTS**

Video games, Reading, Photography

Professional interests

My main professional focus revolves around serious game development, with a particular emphasis on exploring the utilization of Mixed Reality technologies in gaming, encompassing both Augmented and Virtual Reality, as well as Augmented Virtuality. Additionally, I am actively engaged in the domain of social gaming.

● **VOLUNTEERING**

2014 – 2016
Annual Charity Bazaar "Traditions and Cuisine of the English speaking countries " (Avo Bell, Sofia)

● **SCHOLARSHIPS**

2019
“Boris Kamilarov” Scholarship
