



Denitsa Aleksandrova Asova

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Date of birth: 30/07/1999 Nationality: Bulgarian

WORK EXPERIENCE

Evolution

City: Sofia | Country: Bulgaria

[01/11/2025 – Current]

R&D Developer

- Design, implement and extend core framework features to support the needs of all maths teams
- Maintain and enhance internal tools and simulation systems to increase efficiency and security
- Conduct code reviews for the game development teams

Evolution

City: Sofia | Country: Bulgaria

[22/05/2024 – 31/10/2025]

Game Backend Developer

- Implement game-specific features and functionality for slot games
- Handle bugs and implement new features within the core framework
- Collaborate with the division architect on a proof of concept for a technology and language transition of the core framework

Technical University of Munich

City: Munich | Country: Germany

[11/2022 – 02/2023]

Student with Academic Auxiliary Activities (Tutor)

- 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

Technical University of Munich

City: Munich | Country: Germany

[04/2021 – 07/2021]

Student with academic auxiliary activities (Tutor)

- 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

Technical University of Munich

City: Munich | Country: Germany

[06/2020 – 09/2020]

Student with academic auxiliary activities (Tutor)

- 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]

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]

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]

Secondary education

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

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

Passed state matriculation exams:

- Mathematics – 6.00/6.00 (23.05.2018)

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

LANGUAGE SKILLS

Mother tongue(s): Bulgarian

Other language(s):

English

LISTENING C2 READING C2 WRITING C2

SPOKEN PRODUCTION C2 SPOKEN INTERACTION C2

German

LISTENING C2 READING C2 WRITING C2

SPOKEN PRODUCTION C2 SPOKEN INTERACTION C2

SKILLS

Programming Languages:

C, C++, C# | Java | JS/Typescript | Python | PHP | Assembly

Game Development:

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

Tools:

RDBS | Git | Maven

Web Development:

Javascript(React.js) | HTML | CSS

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)

SCHOLARSHIPS

[2019]

"Boris Kamilarov" Scholarship

Awarded during my first semester in Germany