

Theodora Todorova

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Work Experience

Senior 3D Front End Developer • FocusXR

05/2024 - Present

- Spearheaded the development of immersive 360° video experiences using WebXR and Three.js, integrating XR features for VR headsets such as Quest and Pico.
- Designed, developed, and maintained a web-based educational platform using Ember.js, serving as the sole front-end developer on the team.

XR Developer • Mesmerise Group

09/2023 - 04/2024

- Rapidly prototyped mixed reality applications using Unity as part of an R&D team to evaluate their impact on businesses in various industries.
- Developed shared XR libraries and packages. implemented immersive gameplay mechanics targeting cutting-edge devices such as Magic Leap 2, Hololens, Meta Quest 2, 3 & Pro.
- Helped architecting shared packages via UML diagrams and contributed to their development by utilising dependency injection(VContainers) and writing unit tests.

C# Software Developer • VU City

05/2022 - 08/2023

- Helped build, extend and maintain a platform for visualising and analysing detailed 3D cities.
- Wrote clean and reliable C# code in Unity while utilising dependency injection with Zenject. Created comprehensive unit tests, and reviewed other developers' code to maintain code quality.
- Proactively communicated technical concepts with clarity by recording and presenting my latest work during sprint reviews, effectively showcasing the new features to the entire company.

Unity Developer • Engine Creative

09/2021 - 03/2022

- Developed AR shopping applications using Unity, integrating virtual and physical environments to create seamless and immersive shopping experiences for end-users.
- Utilised Unity and C# programming to create interactive showrooms and visually appealing virtual environments for brands to showcase their products.
- Collaborated closely with lead developers and designers in a fast-paced environment to deliver projects on time, optimise performance and ensure high-quality deliverables.

Intern Unreal Developer • eXtended

06/2021 - 09/2021

- Implemented scene interactions, and optimised code performance, resulting in improved load times and enhanced user experience using C++.
- Received recognition for identifying and resolving technical issues and finding creative solutions to ensure smooth functionality during the showcase.
- Contributed to the project's overall success by actively participating in team meetings, providing valuable input, and collaborating with team members to achieve project milestones.

Education

Birmingham City University • Birmingham, UK

First Class

BSc in Video Game Development

Topics include Object-Oriented Programming, Software Design Fundamentals, Unity C#, Unreal C++, SFML Framework, MonoGame, Three.js, JavaScript, and TypeScript.

SoftUni Programming Bootcamp • Sofia, Bulgaria

GPA 5.50/6 (A grade)

C# Programming

Gained skills in implementing basic algorithms, performing complex logical checks, working with data structures, applying object-oriented programming principles, and building larger projects.

Mathematics and Natural Sciences High School (A-levels)

GPA 5.00/6 (B grade)

Profile in Information Technologies & Mathematics

Participated in multiple math competitions, winning awards for excellence.

Selected as one of the six representatives from Bulgaria for an Erasmus project in Spain, following victory in a youth innovation contest.

Skills

Programming Languages: C#, JavaScript, C++

Engines & Frameworks: Unity, WebGL, Three.js, WebXR, Ember.js, React, Webpack, Playwright, AWS, Unreal Engine 4