

KENDLBACHER

# KATHARINA



## CONTACT

- kendlbacherkatharina@gmail.com
- +43 660 4048677
- Maxglaner Hauptstrasse 25,  
5020 Salzburg, Austria
- [www.storiesbykathy.com](http://www.storiesbykathy.com)

## SKILLS

### Languages

- German - Native
- English - B2
- French - Elementary (A2)
- Spanish - A2

### Programming

- Kotlin (Jetpack compose),  
HTML, CSS, JavaScript
- C#, React.js, Vue.js,  
Nuxt.js, Node.js, Unity
- Databases: SQLite, MySQL

### Creative Tools

- Figma, Canva
- Procreate, Aseprite,  
Blender, Photoshop
- vvvv-Gamma (real-time  
engines)

### Data & AI Tools

- Orange, Stable Diffusion API
- ChatGPT (debugging,  
scripting, ideation)

## PROFILE

With a passion for user-centred design and interactive storytelling, I combine technical development and artistic exploration to craft meaningful digital experiences. I aim to apply these skills to innovative and immersive projects.

## PERSONAL

### Date of Birth

- 05.07.1999, Hallein, Salzburg

## EXPERIENCES

### Research Intern & Traveling Scholar | 2024

#### **ATLAS Institute, University of Colorado, Boulder**

Selected as one of six European students (and the first from Austria) for the Europe–Colorado Program, completing a 6-month internship in the ACME Lab under Professor Ellen Do, where I developed an AR project that generated 3D maps from 2D canvas color data.

- Tools: Unity (AR Foundation), Python (Flask),  
Hugging Face API, Figma
- Participated in lectures and talks on emerging  
technologies and their impact on the future of  
interactive design.

### Gamemaster & Animator | 2022 - 2023

#### **Escape Room Locks and Clocks**

Hosted interactive escape room experiences,  
ensuring engaging and smooth gameplay for  
participants.

- Developed creative problem-solving and  
improvisation skills in high-pressure, fast-paced  
situations.
- Strengthened teamwork, customer service, and  
time-management abilities.

## SKILLS

### Project Tools

- Jira (Scrum), Miro, Slack, Teams
- Persona Development, Heuristic Evaluation, User Testing, A/B Testing, User Interviews, Storyboarding

### Office Tools

- Microsoft Word, Powerpoint, Excel

### Additional

- Regular First Aid courses (Austrian Airlines)
- Diving license (Class B)
- Soft skills: Creative, flexible, goal-oriented, ambitious, eager to learn

## EXPERIENCES

Flight attendant | 2018 - 2021

### Austrian Airlines, Vienna Airport

Delivered high-quality customer service to international passengers, adapting to diverse cultural expectations.

- Trained and practiced in safety, first aid, and crisis management, handling unexpected situations calmly.
- Gained organizational experience with inventory and administrative tasks.
- Expanded cultural awareness and communication skills through extensive international travel.

## EDUCATION

Creative Computing BSc | 2022 - 2025

### University of Applied sciences, St. Pölten

Curriculum: Broad qualification profile in human-computer interface, and computer science, media design and user-centered design.

## PROJECTS

During my studies, I developed and designed projects across mobile, web, AR, VR, and AI. Some of these projects are displayed on my portfolio website ([www.storiesbykathy.com](http://www.storiesbykathy.com)). Below are three highlighted examples:

### TideUp - a 3D cozy game

**Tools:** Unity, Blender, Procreate, Jira: Scrum

Developed in a team of six over 11 weeks, *TideUp* is a small island recycling game combining narrative and exploration. Created and textured 3D assets for the main character, four NPCs, and various environment props (including concept art). Furthermore, I wrote in-game dialogue and item descriptions to support narrative progression and worldbuilding.

### AR Story Map

**Tools:** Unity, AR Foundation, NDI, URP Shader Graph, Stable Diffusion API

Created an interactive storytelling experience using real-time image generation and a Canvas-to-Oculus drawing pipeline.

### Arcane Mind App

**Tools:** Figma, Procreate, Kotlin

Collaborated in a team of two to design and develop a mobile app that digitizes tarot card readings using real-time API data. Created UI mockups in Figma, illustrated tarot cards in Procreate, and implemented the app in Kotlin during project weeks.