

KENDLBACHER

KATHARINA



CONTACT

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SKILLS

Languages

- German - first language
- English - B2
- French - A1-A2
- Spanish - A2

Front-End

- Kotlin, Jetpack compose
- HTML, CSS, JavaScript, C#, React.js, Vue.js, Nuxt.js, Node.js, Unity

Back-End

- SQLite, MySQL

UI/UX

- Figma, Canva

Project Tools

- Jira (Scrum), Miro, Slack, Teams

User Research

- Persona Development, Heuristic Evaluation, User Testing, User Interviews, Storyboarding

PROFILE

With a passion for user-centred design and interactive storytelling, I combine technical development and artistic exploration to craft meaningful digital experiences. I'm looking for a role where I can 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

As one of six students all over Europe and the first one from Austria, I had the opportunity to partake in the Europe-Colorado Program. I completed a 6 month internship in the ACME Lab under Professor Ellen Do, working on a practical AR project, that enables users to create a 3D map based on color data of a 2D canvas.

- Tools: Unity (AR Foundation), Python (Flask), Hugging Face API, Figma
- Joined various lectures and talks about new technologies and their ability to shape the future.

Gamemaster & Animator | 2022 - 2023

Escape Room Locks and Clocks

During my time as a Gamemaster, I learned how to manage my time effectively, and how to work well in a stressfull environment.

- Creative problem-solving skills
- Time management and Teamwork

SKILLS

Creative Tools

- Procreate, Aseprite, Blender, Photoshop,
- vvvv-Gamma (realtime engines)

Data & AI Tools

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

Microsoft Office

- Word, Powerpoint, Excel

Soft skills

- creative, flexible, goal-oriented, ambitious, eager to learn

Various

- Regular First Aid courses at Austrian Airlines
- Diving license: Class B

PROJECTS

During my time as a student, I developed a variety of projects, for mobile and web applications, working with AI, AR and VR. Some of these projects are displayed on my portfolio website 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.

EXPERIENCES

Flight attendant | 2018 - 2021

Austrian Airlines, Vienna Airport

While working as a Flight Attendant, I expanded my visual library through impressions of all kinds, from different countries and cultures.

- Experience with different international customers
- Quick problem solving and soft skills

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.

High School Education: Matura | 2009-2017

Academic High School, Salzburg

Educational focus: Foreign languages: English, French, Spanish, Latin