KENDLBACHER

KATHARINA

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🌐 www.storiesbykathy.com

SKILLS

LANGUAGES

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

PROGRAMMING & WEB TECH.

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

CREATIVE & XR TOOLS

- Figma, Canva, Procreate, Aseprite, Blender, Photoshop, Unity, Three.js, vvvv Gamma (real-time shaders)

DATA, AI & PROTOTYPING

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

OFFICE

- Microsoft Word, Powerpoint, Excel

PROFILE

I work at the intersection of design and technology, combining technical development with visual storytelling to build interactive digital experiences across XR, UI/UX, and creative coding.

EXPERIENCES

FREELANCE BRAND AND CONTENT DESIGNER

B2B Sales Trends Podcast - Global Performance Group

- Developed and implemented a full rebranding strategy for a podcast, including new cover art, episode thumbnails, and visual identity across platforms. Managed SEO optimization, social media scheduling, and content summaries to improve discoverability and audience engagement.
- Tools: Canva, VIDIQ, Riverside

RESEARCH INTERN & TRAVELING SCHOLAR

ATLAS Institute, University of Colorado, Boulder USA

- 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 & EXPERIENCE ANIMATOR

Escape room Locks and Clocks

- Designed and facilitated interactive, narrative-driven experiences for diverse audiences, managing real-time systems, timing, and user flow under pressure. Adapted scenarios dynamically based on user behavior and technical constraints, while collaborating with technical and creative teams to ensure seamless experiences

SKILLS

UX & RESEARCH METHODS

- Personas, User Testing, A/B Testing, Heuristic Evaluation, Interviews, Storyboarding
- Tools: Jira (Scrum), Miro, Slack, Teams

ADDITIONAL

- Creative, flexible, goal-oriented, ambitious,

EXPERIENCES

FLIGHT ATTENDANT

Austrian Airlines, Vienna Airport

- Delivered high-quality customer service to international passengers in fast-paced, high-responsibility environments, adapting to diverse cultural expectations.
Trained in administrative procedures, safety regulations, first aid, and crisis management, applying protocols under pressure.

EDUCATION

CREATIVE COMPUTING BSC

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). Below are four highlighted examples:

TIDEUP - A 3D COZY GAME | 3D MODELING

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 | XR APPLICATION PROGRAMMING

Technologies & Tools: Unity, AR Foundation, NDI, URP Shader Graph, Stable Diffusion API, C#, Python

Built an augmented reality interactive storytelling application in Unity, implementing real-time image generation and a custom Canvas-to-Oculus drawing pipeline for Oculus devices.

ARCANE MIND APP - MOBILE PROGRAMMING, UI/UX

Technologies & 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.

PORTFOLIO WEBSITE

Technologies & Tools: Figma, Procreate, Blender, Unity, Three.js, HTML, JavaScript, React, Tailwind CSS

A portfolio presenting selected projects exploring design and technology across XR, shaders, gaming, UI/UX, and illustration.