

KENDLBACHER

KATHARINA



CONTACT



kendlbacherkatharina@gmail.com



+43 660 4048677



Maxglaner Hauptstrasse 25,
5020 Salzburg, Austria



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). 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.