



MARLENE MAYR

WORK EXPERIENCE

03 – 07/2019

INNERSPACE

INTERNSHIP – UNITY DEVELOPER

working mainly as a Unity developer, programming gameplay for virtual reality trainings, developing Unity tools and integrating localization, designing UI and UX for virtual reality

2019 – 2021

STUDENT UNION

SUSTAINABILITY COORDINATOR

promoting sustainability and realizing various projects together with students

2018 – 2020

UNIVERSITY HAGENBERG

CG TUTOR

tutoring, checking and grading exercises in a computer graphics course

summers 2018, 2019, 2020

COMPUTERCAMP

SUMMER CAMP - IT TEACHER

teaching children from 10 to 17 how to work with 3D software, design and program games

08/2015

MC*GRUBER

SUMMER JOB - MARKETING

filming a stop motion commercial

EDUCATION

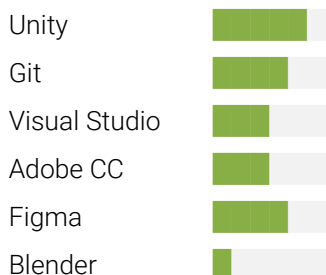
2016 – 2021

UNIVERSITY OF APPLIED SCIENCES UPPER AUSTRIA – HAGENBERG

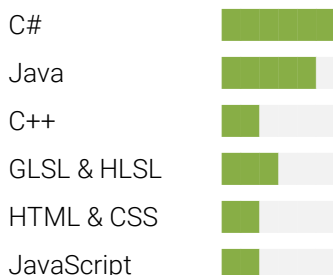
BACHELOR of Science: Media Technology and Design (graduated 2019)

MASTER of Science: Interactive Media (will graduate 2021)

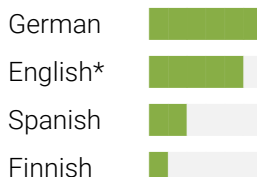
SOFTWARE



PROGRAMMING



LANGUAGES



* C1, Cambridge first certificate

CONTACT

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