



Alisa Feldhofer
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Portfolio:
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About me

Cooperative person with lots of creative ideas and a love for storytelling.

Helped to establish the UX and Training Design Team at Innerspace.

Organizer of the Global Game Jam 2019 & Global Game Jam 2020 at FH St.Pölten.

Skills

Professional

Graphic Design	■	■	■	■	■
Virtual Reality	■	■	■	■	■
Game Design	■	■	■	■	■
Unity Engine	■	■	■	■	■

Personal

Creativity	■	■	■	■	■
Teamwork	■	■	■	■	■
Curiosity	■	■	■	■	■
Storytelling	■	■	■	■	■

ALISA FELDHOFFER

Game Design • UX • VR/AR

Projects

VR Cleanroom and Laboratory Simulator

Innerspace GmbH
VR training simulators for the personnel working in cleanroom and pharmaceutical laboratories. | VR trainings simulator

Poltergeist Bootcamp VR

Semester project, St. Pölten University of Applied Sciences
A Multiplayer virtual reality game where you step into the shoes of a tiny poltergeist. Your goal is to make a mess faster than your opponent can. | Mini-Games Design & Controls

SirCuit

Global Game Jam Project
A stylish puzzle game that requires three-dimensional thinking and strategic considerations. | Game Mechanics & Puzzle Design

Education

(2015 – 2021)

St. Pölten University of Applied Sciences

Medientechnik (BSc) & Interactive Technologies VR/AR
(Dipl.-Ing. equal to MSc)

(2017 – 2018)

Darmstadt University of Applied Sciences (h_da)

Semester abroad – Department Animation & Game

(2010 – 2015)

“die Graphische” (HGBLuVA)

Higher Federal Institution for Graphic Education and Research

Recent work experience

(2021 – Now)

UX & Game Designer at Innerspace GmbH

UX & Training Design for pharmaceutical VR training

(2018 – 2020)

VR Developer and Researcher at St. Pölten University of Applied Sciences