

# Romy Aboudarham

CREATIVE TECHNOLOGIST

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## ABOUT

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Romy Aboudarham works at the intersection of creative design and engineering, utilizing their extensive knowledge of software tools to execute interactive, user-focused products. As a designer with a computer science background, their creative approach to problem solving pushes the boundaries of interaction design with the guiding principle that we should never be restricted by our tools—following the problem to build solutions that feel like magic. Their knowledge and adaptability, coupled with their communication skills, equip them for translating concepts across disciplines, making them a joy to collaborate with and an asset to any creative team.

## SKILLS

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### Engineering

- Unity · C#/C++ · React · Python · Processing · Git · Arduino · Blender · Node.js · Three.js · TypeScript

### Design

- Figma · After Effects · Rapid Prototyping · Immersive & Interactive Design · UI/UX · Mobile & Web XR

## WORK EXPERIENCE

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### California College of the Arts

San Francisco, CA

#### Creative Technologist

November 2022 - Present

- Led workshops and presented at ISAM to showcase creative applications of interactive technology.
- Built AR/VR, AI, and sensor-based interactive prototypes using C++, JavaScript, Python, C#, Unity, Arduino.
- Guided students in design and coding projects, managed lab operations, and coordinated faculty initiatives.

### Meta

Menlo Park, CA

#### Fullstack Developer

July 2020 - October 2021

- Built workflows in Hack, XML, and MySQL for Facebook's Single Review Tool.
- Developed Python data pipelines and collaborated with data scientists to improve Messenger Kids safety.
- Adapted quickly to a virtual environment, independently navigating a large codebase and proactively seeking support.

### Armorblox

Cupertino, CA

#### Backend Developer

July 2019 - March 2020

- Delivered Two-Factor Authentication APIs and integrated Malicious URL detection.
- Defined and implemented REST APIs in Golang with gRPC and Protocol Buffers.
- Thrived in a fast-paced startup environment, balancing independent work with cross-team collaboration.

### Cuseum

Boston, MA

#### Augmented Reality iOS Technology Intern

Feb 2018 - June 2018

- As the sole engineer, I ensured that projects were successful from conception to completion.
- Used ARKit to make an iOS App of Gustav Klimt's "Tree of Life" with real time shadows for the Pioneers Festival in Vienna.

## PERSONAL PROJECTS

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### VR Immersive Experience - XRCC Hackathon Winner

Oakland, CA

#### Game Designer, Developer, & Producer

Fall 2025

- Built VR gameplay mechanics, immersive interactions, and spatial UI/UX in Unity using C# during a 2-week sprint.
- Led GitHub version control and integration, merging team contributions into a cohesive, playable final build.

### Next.js Portfolio Website

Oakland, CA

#### Personal Project

Spring 2025

- Built a responsive portfolio using Next.js and Tailwind CSS, with a custom component system and mobile-first layout.
- Implemented reusable UI patterns and demo-focused interactions to reflect both technical rigor and creative intent.

## EDUCATION

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### Tufts University

Medford, MA

#### B.S. in Computer Science

2015 - 2019