Romy Aboudarham

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Profile

Versatile creative technologist with inventive intuitions when approaching challenges; always bringing an artistic joyful style to every environment worked at. Passionate about using technology as a tool for telling meaningful stories that engage, educate, inspire, and build community.

Projects

Virtual Reality Empathy Machine
San Francisco, CA

FINAL PROJECT FOR CLASS XR: IMMERSIVE EXPERIENCES AND SCRIPTED SPACES
Fall 2024

-
- Empathy-Driven Storytelling, VR Design, and Technical Implementation in Unity
- Unity, C#, Oculus VR, Story-boarding

Augmented Reality Narrative Journalism
San Francisco, CA

MIDTERM PROJECT FOR CLASS XR: IMMERSIVE EXPERIENCES AND SCRIPTED SPACES
Fall 2024

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Augmented Reality Application for Vienna's Museum of Applied Arts
Boston, MA

ASSIGNMENT AT CUSEUM
Summer 2018

- Created an application that projected a model of Gustav Klimt's "Tree of Life" on any horizontal surface, casting real time shadows on the ground.
- Taught myself Blender, a 3D modeling software, in a short amount of time to scale, animate, and texture a model.
- Conducted numerous tests and assembled the application into a portfolio to give to the client.

Work Experience

California College of the Arts
San Francisco, CA

LAB MANAGER, INTERACTIVE ELECTRONIC AND DIGITAL ART
November 2022 - Present

- Guided students in bringing their ideas to life through web/app prototypes, games, wearable IoT designs, interactive installations, and AR/VR experiences.
- Streamlined lab operations by creating starter kits and utilizing GitHub for project collaboration and tutorials.
- Managed the lab's budget, designed its floor plan, and coordinated with faculty and teams to enhance its impact.
- Hired, trained, and managed a team of 10+ work-study students, establishing a structured task system and providing comprehensive technical onboarding in electronics and coding.

META (Facebook)
Menlo Park, CA

FULLSTACK DEVELOPER - CONTRACT POSITION
July 2020 - October 2021

- Implemented workflows on Facebook's Single Review Tool which were built using Hack, XML, Data Loggers, and MySQL database.
- Collaborated extensively with data scientists and human labeling teams to design workflows to keep kids safe on Messenger Kids platform.
- Wrote and executed data pipelines in Python.
- On-boarding and working entirely virtual on a young team at a big company taught me how to navigate an extensive code base on my own and take initiative to reach out to anyone for help.

Armorblox
Cupertino, CA

BACKEND DEVELOPER
July 2019 - March 2020

- Delivered Two-Factor Authentication APIs and integrated Malicious URL detection.
- Designed and implemented methods for grouping and displaying email threats to users.
- 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.

Skills

COMPUTER SOFTWARE SKILLS

- Unity · C# · C++ · Node.js · Python · HTML/CSS/JS · AFrame · Blender · GIMP · Hack/PHP · Go

SKILLS

- Leadership & Teamwork Skills · Attention to Detail · Creative and Proactive Problem Solver · Rapid Prototyper · Computer and Software proficiency · Multi-dimensional Artistic Abilities · People Skills · Teaching

Education

Tufts University
Medford, MA

B.S. IN COMPUTER SCIENCE (SCHOOL OF ENGINEERING)
2015 - 2019

- Programming Languages · Machine Structure & Assembly Language · Algorithms & Data Structures · Web Programming · Computational Design · Psychology Engineering · Electrical Engineering · Figure Drawing