Romy Aboudarham

UI/UX DESIGN ENGINEER

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ABOUT

I work at the intersection of design and engineering to prototype and build interactive products. With experience as a full-stack engineer building UI systems and as a design technologist teaching advanced prototyping using robotics, immersive, and AI-driven tools, my practice focuses on helping teams adopt emerging technology while reducing the friction between design intent and implementation.

SKILLS

Programming
- React · JavaScript · Unity (C#) · C++ · Git · Python Xcode (Swift) · Web & Mobile Dev · AI API

Design
- Figma · Design Systems · Rapid Prototyping · Motion & Interaction · Accessibility · AI Prototyping

WORK EXPERIENCE

California College of the Arts   *San Francisco, CA*
Creative Technologist   *November 2022 - Present*
- Built advanced digital and physical prototypes using Figma and JavaScript, translating students' design ideas into technical plans that were adopted for semester projects
- Led an Interactive Wearables workshop at SF Design Week, teaching design and code with Arduino to cross-disciplinary participants, resulting in several functional wearable prototypes

Meta   *Menlo Park, CA*
Fullstack Developer   *July 2020 - October 2021*
- Built workflows in React, Hack, XML, and MySQL for Facebook's Single Review Tool, enabling efficient content review.
- Developed UI features for Messenger Kids safety using Figma and React, collaborating with research and engineering teams to enhance child-friendly protections

Armorblox   *Cupertino, CA*
Backend Developer   *July 2019 - March 2020*
- Delivered Two-Factor Authentication APIs using Go and integrated malicious URL detection, enhancing account security.
- Defined and implemented REST APIs in Go using gRPC and Protocol Buffers, enabling faster inter-service communication

Cuseum   *Boston, MA*
Augmented Reality iOS Technology Intern   *Feb 2018 - June 2018*
- Built and shipped an ARKit-based iOS app in Swift for Vienna's Pioneers Festival, leading the project end-to-end.

SELECTED PROJECTS

AI Flashcards App   *Oakland, CA*
Design Engineer   *January 2026*
- Designed and built a web app from concept to implementation, creating a custom design system with semantic tokens and a clear design-to-engineering handoff.
- Engineered reusable React UI components and integrated OpenAI APIs to generate dynamic learning content and interactive experiences.

Interactive Wearables Workshop   *San Francisco, CA*
Instructor   *Summer 2025*
- Led a hands-on workshop teaching interaction design and human-centered prototyping during SF Design Week.
- Workshop success led to an invitation to present at ISAM 2025, demonstrating my ability to scale accessible design-technology learning.

VR Immersive Experience - XRCC Hackathon Winner   *Oakland, CA*
Game Designer, Developer, & Producer   *Fall 2025*
- Designed VR gameplay mechanics, immersive interactions, and spatial UI/UX in Unity using C# during a 2-week sprint.

EDUCATION

Tufts University   *Medford, MA*
B.S. in Computer Science   *2015 - 2019*