

Romy Aboudarham

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 components in React and as a design technologist teaching advanced prototyping with Figma and AI-driven tools, my practice focuses on helping teams adopt emerging technologies while reducing friction between design intent and implementation.

SKILLS

Engineering

- 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 and translated students' design ideas into technical plans.
- Led an Interactive Wearables workshop for SF Design Week, teaching design + code to cross-disciplinary participants.
- Managed a team of 10 and redesigned the prototyping lab's processes to optimize budget and enable fast prototyping.

Meta

Menlo Park, CA

Fullstack Developer

July 2020 - October 2021

- Built workflows in React, Hack, XML, and MySQL for Facebook's Single Review Tool.
- Developed UI features to support Messenger Kids safety, collaborating with research and engineering teams.
- Navigated a large codebase independently and improved cross-team collaboration through clear documentation.

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.

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