Romy Aboudarham

CREATIVE TECHNOLOGIST

📱 (650) 995-6779 | ✉ romyaboudarham@gmail.com | 🏠 romyaboudarham.com | 🐙 romyaboudarham | 💼 romy-aboudarham

Projects

Nowhere to Belong - Immersive Film & Storytelling   *Oakland, CA*
Finalist at XRCC Hackathon 2025   *Fall 2025*
- Designed and developed gameplay mechanics, interactions, and narrative in Unity using C# during a 2-week hackathon sprint.
- Led GitHub version control, integrating team contributions into a single, playable final build.

Next.js Portfolio Website   *Oakland, CA*
Personal Project   *Spring 2025*
- Designed and 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.

With Shadows - Virtual Reality Empathy Machine   *San Francisco, CA*
Final Project for Class XR: Immersive Experiences and Scripted Spaces   *Fall 2024*
- Utilized VR to immerse users in the moment to moment reality of someone grieving the loss of a loved one.
- Developed in Unity with the XR Interaction Toolkit package. Designed in Figma, Wrote C# scripts, 3D modeled in Blender.

Work Experience

Lab Manager, Interactive Electronic and Digital Art   *San Francisco, CA*
California College of the Arts   *November 2022 - Present*
- Led workshops and presented at ISAM to showcase creative applications of interactive technology.
- Researched and prototyped AR/VR, AI, and sensor-based interactive experiences.
- Guided students in design and coding projects, managed lab operations, and coordinated faculty initiatives.

Fullstack Developer   *Menlo Park, CA*
Meta (via TEKsystems)   *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.

Backend Developer   *Cupertino, CA*
Armorblox   *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.

Augmented Reality iOS Technology Intern   *Boston, MA*
Cuseum   *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.

Skills

Engineering
- Unity · C# · C++ · React · Node.js · Python · P5.js · Processing · Arduino · Blender · Git · Three.js · TypeScript

Design
- Figma · Rapid Prototyping · Physical Computing · Storyboarding · UX Design · Mobile & Web XR · AR/VR · Game Design

Education

Tufts University   *Medford, MA*
B.S. in Computer Science (School of Engineering)   *2015 - 2019*
- C++ · Machine Structure & Assembly Language · Algorithms & Data Structures · Web Programming · Computational Design · Computer Graphics · Psychology Engineering · Electrical Engineering · Creative Writing · Figure Drawing