

Romy Aboudarham

CREATIVE TECHNOLOGIST & IMMERSIVE STORYTELLER

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Projects

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. Wrote C# scripts, 3D modeled in Blender, & Mixamo for character animations.

Ghosts of Irish Hill - Augmented Reality Walking Tour

San Francisco, CA

MIDTERM PROJECT FOR CLASS XR: IMMERSIVE EXPERIENCES AND SCRIPTED SPACES

Fall 2024

- Used AR & narrative journalism to tell the forgotten history of a displaced working class community during SF's Industrial Expansion.
- Developed with Unity and Vuforia AR Plugin for image targets, horizontal plane tracking, mid-air tracking

Finn's Fishbowl - Immersive, Interactive Story

San Francisco, CA

INSTALLATION FOR GRAY AREA ARTIST SHOWCASE

January 2023

- Wrote, designed, developed, and installed an immersive, interactive story for a 2-day public exhibition.
- Explored innovative storytelling through virtual reality, projection mapping, physical computing, visual art, and interactive web apps.

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 via physical prototypes, web/app prototypes, interactive installations, and AR/VR.
- 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.
- 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

TECHNICAL SKILLS

Unity · C# · C++ · Arduino · AR/VR · Node.js · Git · Python · HTML/CSS/JS · AFrame · Blender · GIMP · Hack/PHP · Go · Figma

DESIGN

Rapid Prototyping · Physical Computing · Storytelling · Exhibit Design · User Testing

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 · Creative Writing · Figure Drawing

Audited Classes at California College of the Arts

San Francisco, CA

- Fall 2024 - DESGN-6630-2: Studio 1: StudioXR: Immersive Experiences and Scripted Spaces
- Spring 2024 - GAMES-4700-4: Advanced Games & Production Studio: Character & Environment Design for Game
- Fall 2023 - IXDSN-3500-2: Designing the Metaverse

Gray Area's Creative Code Intensive

San Francisco, CA

12 WEEK COURSE IN CREATIVE TECHNOLOGY

Fall 2022

P5.js · HTML/CSS/JS · VR · Projection Mapping · Web Audio · Node.js & Web Sockets · Arduino · AI/Machine Learning