

Romy Aboudarham

CREATIVE TECHNOLOGIST · XR DEVELOPER

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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. Designed in Figma, Wrote C# scripts, 3D modeled in Blender.

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.
- Designed using Figma and Blender. Developed using AFrame for Web Virtual Reality, HTML/CSS/JavaScript for the Web App

Work Experience

California College of the Arts

San Francisco, CA

LAB MANAGER, INTERACTIVE ELECTRONIC AND DIGITAL ART

November 2022 - Present

- Lead workshops and attended a conference (ISAM) to demo the creative applications of interactive technology I've facilitated the lab.
- Researched & prototyped with cutting-edge AI models, immersive AR/VR technology, and sensors for creative applications in the lab
- Guided students in designing using Figma and building interactive installations and code implementation
- Managed the lab's budget, designed its floor plan, and coordinated with faculty to expand impact.

Meta (via TEKsystems)

Menlo Park, CA

FULLSTACK DEVELOPER

July 2020 - October 2021

- Built workflows in Hack, XML, and MySQL for Facebook's Single Review Tool.
- Collaborated with data scientists and labeling teams to improve Messenger Kids safety.
- Developed and executed Python data pipelines.
- Adapted quickly to a virtual environment, independently navigating a large codebase and proactively seeking support.

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.

Cuseum

Boston, MA

AUGMENTED REALITY IOS TECHNOLOGY INTERN

Feb 2018 - June 2018

- As the sole engineer, I ensured that projects were successful from conception to completion. - Communicated directly with museums and cultural institutions to create a personalized augmented reality experience for them.
- Made an iOS App that triggered a 3D model of Gustav Klimt's "Tree of Life" on any horizontal surface with real time shadows.
- Taught myself Blender, a 3D modeling software, in a short amount of time to scale, animate, and texture a model.

Skills

TECHNICAL SKILLS

- Unity · C# · C++ · React · Next.js · Tailwind CSS · Blender · Git · Python · Node.js · WebGL · Arduino

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

- 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 (Unity)
- Spring 2024 - GAMES-4700-4: Advanced Games & Production Studio: Character & Environment Design for Game
- Fall 2023 - IXDSN-3500-2: Designing the Metaverse (Unreal)

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