

Théo Arrouye

Email: theo@arrouye.net

Phone: (425) 444-2481

WORK EXPERIENCE

FlickPlay

AR/Camera Software

Los Angeles, CA

Present

- Working on the augmented reality and camera features of the FlickPlay mobile application

uBreakiFix

Technician

Santa Clara, CA

October 2019 – May 2020

- Diagnosed and repaired consumer electronic devices to a high standard of quality

L4 Digital

AR Intern

Seattle, WA

December 2016 – March 2017

- Developed augmented reality experiences built with Vuforia and Unity to showcase a piece of hardware

Self-Employed

iOS and Web Developer

Seattle, WA

Present

- Built Cover Buddy, an iOS application for creating custom playlist covers for Spotify, Apple Music and other streaming services. Built with Swift, supports features like iCloud syncing.
- Built PWNy, an iOS application to interface with the HavelBeenPwned API and check if a user's passwords or emails have been compromised in any known breaches.
- Built portfolio websites using HTML, CSS, Javascript. Some utilize the Bootstrap framework.

EDUCATION

Santa Clara University

Bachelor's Degree in Computer Engineering and Science

Honors: Dean's Merit Scholarship

Cumulative GPA: 3.46

Santa Clara, CA

Graduation: June 2021

ADDITIONAL INFORMATION

Honors: 2021 Hack for Humanity 2nd Place, 2021 Hack for Humanity CTF 2nd place, 2019 Google Tech Challenge Prize Winner

Portfolio: <https://tarrouye.net>

High School Senior Project - Built a virtual reality experience focused on exploring what impacts immersion, including realistic physics, climbing, and more.

University Senior Project - StickARs: AR Stickers

Built an augmented reality social experience that allows users to place virtual stickers anywhere in the real world and see stickers placed by others. Built with Swift and Google Firestore.

Languages: Swift, Python, C(++), Lua, HTML/CSS, Java, JavaScript. Confident in ability to pick up others.

Skills: Critical Thinking, iOS Development, Web Programming, Leadership, Writing