

Romy Aboudarham

CREATIVE TECHNOLOGIST & IMMERSIVE DESIGNER

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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.

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 lost 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

Work Experience

California College of the Arts

San Francisco, CA

LAB MANAGER, INTERACTIVE ELECTRONIC AND DIGITAL ART

November 2022 - Present

- Researched & prototyped with cutting-edge AI models, immersive AR/VR technology, and sensors for creative applications in the lab
- Guided students in designing and building interactive installations and code implementation.
- Managed the lab's budget, designed its floor plan, and coordinated with faculty to expand impact.
- Hired, trained, and led 10+ work-study students with structured tasks and technical onboarding.

META (Facebook)

Menlo Park, CA

FULLSTACK DEVELOPER - CONTRACT POSITION

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.

Skills

TECHNICAL SKILLS

- Unity · C# · C++ · Arduino · Python · HTML/CSS/JS · Node.js · Git · AR/VR · Blender · Sketchfab · Photoshop · Figma

DESIGN

- Rapid Prototyping · Physical Computing · Storytelling · Exhibit Design · User Testing · Mobile/VR UX

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