

Romy Aboudarham

DESIGN TECHNOLOGIST

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ABOUT

I work at the intersection of design and engineering to prototype and build interactive products. With experience as a full-stack engineer building UI components in React and as a design technologist teaching advanced prototyping with Figma and AI-driven tools, my practice focuses on helping teams adopt emerging technologies while reducing friction between design intent and implementation.

SKILLS

Engineering

- React · JavaScript · Unity (C#) · C++ · Git · Python
- Xcode (Swift) · Web & Mobile Dev · AI Prototyping

Design

- Figma · Rapid Prototyping · Motion & Interaction ·
- User Research · Accessibility · AI Prototyping

WORK EXPERIENCE

California College of the Arts

San Francisco, CA

Creative Technologist

November 2022 - Present

- Built advanced digital and physical prototypes and translated students' design ideas into technical plans.
- Led an Interactive Wearables workshop for SF Design Week, teaching design + code to cross-disciplinary participants.
- Managed a team of 10 and redesigned the prototyping lab's processes to optimize budget and enable fast prototyping.

Meta

Menlo Park, CA

Fullstack Developer

July 2020 - October 2021

- Built workflows in React, Hack, XML, and MySQL for Facebook's Single Review Tool.
- Developed UI features to support Messenger Kids safety, collaborating with research and engineering teams.
- Navigated a large codebase independently and improved cross-team collaboration through clear documentation.

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.

Cuseum

Boston, MA

Augmented Reality iOS Technology Intern

Feb 2018 - June 2018

- Built and shipped an ARKit-based iOS app in Swift for Vienna's Pioneers Festival, leading the project end-to-end.

SELECTED PROJECTS

Interactive Wearables Workshop

San Francisco, CA

SF Design Week

Summer 2025

- Facilitated an interactive wearables workshop teaching interaction design principles like iteration, prototyping, and human-centered experience design through hands-on wearable technology.
- Workshop success led to an invitation to present at ISAM 2025, showcasing my ability to translate design technology concepts into accessible learning experiences and scale them across audiences.

VR Immersive Experience - XRCC Hackathon Winner

Oakland, CA

Game Designer, Developer, & Producer

Fall 2025

- Designed VR gameplay mechanics, immersive interactions, and spatial UI/UX in Unity using C# during a 2-week sprint.
- Led GitHub version control and integration, merging team contributions into a cohesive, playable final build.

React Portfolio Website

Oakland, CA

Personal Project

Spring 2025

- Built a responsive React portfolio using Next.js & Tailwind CSS, with a custom component system and mobile-first layout.

EDUCATION

Tufts University

Medford, MA

B.S. in Computer Science

2015 - 2019