Théo Arrouye

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WORK EXPERIENCE

FlickPlay   **Los Angeles, CA**
iOS Development / AR Camera   Present
- Working on improving the user experience of the FlickPlay iOS application and shipping new features

uBreakiFix   **Santa Clara, CA**
Technician   October 2019 – May 2020
- Diagnosed and repaired consumer electronic devices to a high standard of quality

L4 Digital   **Seattle, WA**
AR Intern   December 2016 – March 2017
- Developed augmented reality experiences built with Vuforia and Unity to showcase a piece of hardware

Self-Employed   **Seattle, WA**
iOS and Web Developer   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 HaveIBeenPwned 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   **Santa Clara, CA**
Bachelor's Degree in Computer Engineering and Science   June 2021
Honors: Dean's Merit Scholarship
Cumulative GPA: 3.46

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