BRYAN C. TONG

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github.com/bbtong
btong.me

EDUCATION

University of California, Berkeley — *Aug 2015 – May 2019*
Bachelor of Arts, Computer Science

EXPERIENCE

Anduril Industries — *Mar 2020 - Aug 2020*
Software Engineer (IC3) — Irvine, CA
- o Developed Lattice platform integration to display US military devices in real-time, using Golang, gRPC, proto3, and decentralized key-value store, for C&C purposes
- o Ported prototype Java code to optimized production Golang code, used for Anti-Ballistic Missile System products, ran on low-power, distributed meshnet hardware
- o Used time-series, implemented in gRPC protos, to optimize loading of search panel

VMware (formerly Pivotal Software) — *June 2019 – Feb 2020*
Associate Software Engineer (IC2) — San Francisco, CA
- o Developed features in R&D tools to automate tasks via CI/CD, saving $21M annually
- o Automated safe shutdown during surprise network and power outages, reducing platform downtime and need for paging, using BOSH CLI, GCP API, Cloud Foundry
- o Deployed and maintained Kubernetes (k8s) on GCP, Azure Stack, OpenStack clusters

Augmented Cognition Lab / Robotics Learning Lab — *May 2018 – Aug 2018*
Software Researcher — Berkeley, CA
- o Directed R&D and engineers to implement MVPs with Unity, C#, Go, Ruby, ROS, in order to accelerate development on tele-operated robotics piloted via HTC Vive
- o Contributed full-stack features including backend APIs and 2D & VR UI, enabling visual interfacing through HMD and traditional displays over wireless protocols

Nokia Bell Labs — *May 2017 – Aug 2017*
Software Engineering Intern — Sunnyvale, CA
- o Used React, d3.js, iOS ARKit to project room-scale AR for navigation and video calls
- o Co-developed web client in React, Redux JS, d3, Electron, Socket.io, Docker to rapidly prototype a universal-integration chat and productivity application

PROJECTS

Whitespace AR — *2018*
- o Developed AR algorithm for vertical wall tracking, later absorbed by Apple, Inc.
- o Implemented light-normalized contrast detection to improve low-light tracking
- o Integrated iOS native app with Shopify SDK, Firebase with Apple Pay checkout

LEADERSHIP

Virtual Reality at Berkeley — *Aug 2016 – May 2019*
President — Berkeley, CA
- o Scaled to 120+ developers, 400+ members; grew revenue and donations 1,000%
- o Established partnerships with **Augmented Cognition Lab** under Dr. Allen Yang, **and Robotic Learning Lab** under Dr. Pieter Abbeel, for VR robotic teleoperation

TEACHING

CS 370 Head TA & Co-Instructor — *Fall 2018 – Spring 2019*
CS 61A Course Staff, CS 61C Course Staff — *Spring 2018*

INTERESTS

Coffee (nullcoffee.com), PC building, videography, automotive racing, bubble tea