

BRYAN TONG

btong@berkeley.edu

+1 (925) 577-6826

btong.me

Education **University of California, Berkeley** Aug 2015 – May 2019
Bachelor's Degree, Cognitive Science
Focus: Computational Modeling
Minor: Electrical Engineering and Computer Science

Experience **Nokia Bell Labs** May 2017 – Aug 2017
Software Engineering Intern Sunnyvale, CA

- Full-stack R2D for a cross-platform enterprise app, using Swift and various SDKs
- Sole developer for an AR client, using and researching ARKit since day 0 release
- Co-developed (duo) web client in React.js with interactivity in D3.js
- Contributed thousands of lines of production code in an Agile workflow

Virtual Reality at Berkeley Sept 2016 - Current
Project Lead Berkeley, CA

- Researching and developing applications for mobile AR uses including textbooks
- Implemented features including net-code, viewing lobbies, and AR UI navigation.
- Presented and demoed at Berkeley's first VR conference. <http://vr.berkeley.edu/>

KiteLion Games, LLC Dec 2015 - Current
Co-Founder, Developer Remote (IC)

- Co-developing and publishing Sunset Brawlers, a mobile 2D fighting game.
- Responsible for branding, UI / UX, gameplay features, and web design.
- Featured in Technical.ly – Nominated for Best Indie Video Game of the Year.
- Presented at Gamescape and IGDA DC. More info: <http://sunsetbrawlers.com/>

Side Projects WhitespaceAR (Swift) Prismy (React.js), Tech & AR Videos, Cryptocurrency Trade

Involvement CS 61C (Machine Structures) – Lab Assistant
Virtual Reality at Berkeley (VR@B) - Officer, Signatory
Cognitive Science Students Association (CSSA), Cal eSports – Member

Skills **Code:** JS (React, Node), Python, Java, C, C#, C++, iOS (Swift & Xcode), ARKit, ARCore,
Git & SVN, Unity, MIPS, RISC-V, Scheme, Spark, Bash, Android SDK, Unreal Engine 4

Design: Zeplin, Adobe Creative Suite, Photoshop, ZBrush, Maya, 2D Concept Art