

BRYAN TONG

STUDENT / ENTREPRENEUR

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btong.me

Education **University of California, Berkeley** 2015 – 2019
Bachelor's Degree, Cognitive Science
Focus: Human-Computer Interaction
Minor: Computer Science (Intended)

Experience **KiteLion Games, LLC** 2015 - Current
Co-Publisher, Lead Designer CA, MD
Ongoing project in collaboration with KiteLion Games. Co-developing and publishing Sunset Brawlers, a mobile 2D fighting game. In charge of branding, UI/UX, game design, and web design. Featured in Technical.ly, showcased at Gamescape, and IGDA DC. Gained valuable knowledge of Unity, C#, net-code, and version control from this project. <http://sunsetbrawlers.com/>

Virtual Reality @ Berkeley 2016 - Current
Project Team Member CA
Researching applications and implementing VR@Berkeley's Augmented Textbooks with Google Cardboard project. Allows users to interact with textbooks and diagrams in 3D AR. <http://vr.berkeley.edu/>

Agora Ventures, LLC 2015
Software / UX Contractor Remote (IC)
Worked with a small team of contractors to produce an educational video game. The product, a card-based game for classroom tablets, was built in Unity over the span of eight weeks. Gained skills of UI/UX in Unity (C#) and mastery of Adobe Creative Suite. <http://kitelion.me/HistoryGame/>

MIRAI Apparel 2012-2014
Founder / CEO Pleasanton, CA
Worked with American Apparel and local screen printers to produce sweatshop-free clothing. Oversaw all aspects of the company, ranging from product design, website code, and school marketing teams. Launch of first product line generated 10,000+ hits online and generated profit of high thousands.

Skills HTML5 / CSS, Python, Adobe CS, Unity, C#, Java, SQL, Scheme, LaTeX

