

BRYAN C. TONG

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EDUCATION

University of California, Berkeley

B.A, Computer Science & Cognitive Science

Aug 2015 – May 2019

· Relevant coursework:

Data Structures	Artificial Intelligence	Internet Architecture
Computer Architecture	Database Systems	Computer Security
Programming	Discrete Mathematics	Information Devices

EXPERIENCE

CS370: Computer Science Pedagogy – UC Berkeley

June 2018 - Current

Co-Instructor (Fall), Head of Software (Summer)

Berkeley, CA

- Developed and deployed automated appointment system in **React.js** and Python.
- Refined course curriculum, **taught weekly lectures**, and hosted one-on-one chats.
- Integrated Google API, Berkeley API, into course **auto-grader** of homework.
- inst.eecs.berkeley.edu/~cs370 | cs370scheduler.org

Nokia Bell Labs

May 2017 – Aug 2017

Software Engineering Intern

Sunnyvale, CA

- **Full-stack R2D** for a cross-platform, enterprise-scale communications app.
- Sole developer for an AR client, using and researching ARKit since day 0 release.
- Co-developed web client in **React JS** with interactivity in **D3.js**, Electron portable.
- Contributed thousands of lines of production code, deployed via **Docker**.
- Worked in bi-weekly sprints, organized in **SCRUM** agile framework.

Virtual Reality at Berkeley

August 2016 - Current

President (Prior: Project Lead, 2016 – 2018)

Berkeley, CA

- Synthesizes technical AR / VR background with **aggressive growth** strategies.
- Lead 70+ developers, 350+ members across 15 internal and external projects.
- Responsible for Berkeley's largest VR conference in the Fall and Spring hackathon
- vr.berkeley.edu | vr.berkeley.edu/sodahacks

ADDITIONAL INVOLVEMENT

ASUC Deputy Director of Entrepreneurship & Technology

Fall 2018

CS 370 Head of Software, Co-Instructor

Summer, Fall 2018

CS 61A Tutor

Spring 2018

CS 61C Academic Intern

Fall 2017

TECHNICAL SKILLS

Languages: Python, Java, HTML / CSS, Javascript, SQL, Swift, PHP, C, C#, Scheme

Frameworks: React JS, Redux JS, Node JS, Symfony

Design: Photoshop, Illustrator, After Effects, Zeplin