

# BRYAN TONG

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[btong.me](http://btong.me)

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*Education*      **University of California, Berkeley**      Aug 2015 – May 2019  
Bachelor's Degree, Cognitive Science  
Minor, Computer Science

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*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, Electron
- Contributed thousands of lines of production code in an Agile workflow

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**Whitespace AR (Merakai, LLC)**      Sept 2017 – Current  
Co-Founder, Software Engineer      San Francisco, CA

- Co-developing iOS app for live previewing via AR of canvas prints and wall art
- Working with native Swift, Firebase SDK, Shopify SDK, Texture (Async)
- Q1 2018 iOS release - <http://trywhitespace.com>

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**Virtual Reality at Berkeley**      Sept 2016 - Current  
Vice President      Berkeley, CA

- For this Spring semester, I will be a VP handling internal marketing for VR@B
- Lead team of 8 developers to explore cutting-edge use cases for mobile AR, C#
- Implemented features including target tracking, SLAM, networks, and AR UI
- Presented and demoed at Berkeley's first VR conference, VXPC, and SF BASF

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*Teaching*      **CS 61A – Tutor** – Two small-group sections/week      Spring 2018  
**CS 61C – Tutor** – Three hours/week via CS 370  
**CS 61C (Machine Structures) – Academic Intern**      Fall 2017

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*Coursework*      Artificial Intelligence, Databases, iOS Development, Machine Structures, Blockchain,  
Data Structures, Algorithms, Discrete Math & Probability Theory, Linear Algebra

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*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