BRYAN C. TONG

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EDUCATION

University of California, Berkeley   *Aug 2015 – May 2019*
B.A, Computer Science & Cognitive Science
· 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
- o   Developed and deployed automated appointment system to scale infrastructure.
- o   Wrote system **with React, Firebase** to rapidly prototype with RESTful design.
- o   Refined course curriculum, **co-taught weekly lectures**, 6 hours a week.
- o   inst.eecs.berkeley.edu/~cs370 | cs370scheduler.org

Nokia Bell Labs   *May 2017 – Aug 2017*
Software Engineering Intern   Sunnyvale, CA
- o   **Full-stack R2D** for a cross-platform, enterprise-scale communications app.
- o   Sole developer for an AR client, using and researching ARKit since day 0 release.
- o   Co-developed web client in **React, Redux JS**, **d3, Electron, Socket.io** rapidly.
- o   Contributed thousands of lines of production code, deployed via **Docker.**
- o   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
- o   Scaled to 120+ developers, 350+ members across internal teams and consulting.
- o   Hosted VXPC and SodaHacks, Berkeley's largest VR conference and hackathon.
- o   Established partnerships with **Augmented Cognition Lab** under Dr. Allen Yang,
   and Robotic Learning Lab under Dr. Pieter Abbeel, for VR robotic teleoperation.
- o   vr.berkeley.edu | vr.berkeley.edu/sodahacks

SIDE PROJECTS

Whitespace AR   *Aug 2017 – June 2018*
AR / VR Software Engineer
- o   **Co-developed** AR wall-art interior decoration application in ARKit, Xcode beta.
- o   Employed **AR / CV** principles to tweak ARKit code for improved low-light, blank
   wall functionality due to lack of target points on blank walls.
- o   Rigged artwork to pull from **Shopify SDK, Firebase** with Apple Pay checkout.

ADDITIONAL INVOLVEMENT

ASUC Deputy Director of Entrepreneurship & Technology   *Fall 2018*
CS 61A Tutor   *Summer, Fall 2018*
CS 61C Academic Intern   *Spring 2018*

TECHNICAL SKILLS

Languages: C, C#, HTML / CSS, Go, Java, Javascript, LISP, Python, SQL, Swift
Frameworks: React JS, Redux JS, Node JS, Firebase, d3.js
Design: Photoshop, Illustrator, After Effects, Zeplin, Sketch