

BRYAN TONG

STUDENT / SWE / DESIGNER

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Dear Affirm,

I'm a virtual reality researcher and student at UC Berkeley. Every day, I utilize technologies common to Affirm's for the Software Intern position. I've worked on the front and back end of numerous websites, mobile apps, and even augmented reality textbooks. I have real-world practice with envisioning, presenting, developing, and shipping digital experiences, mobile apps, and websites for any platform.

I'm passionate about a synthesis of design, cognitive psychology, and computer science. As a result, I'm pursuing a major in Cognitive Science focused in Computational Modeling, coupled with a minor in EECS. With this, I hope to create and implement beautiful experiences in software as a full-stack software engineer.

Affirm has an intriguing philosophy and view towards the financial industry. My aunt, a veteran in the banking and securities industries, often spoke to me about the flaws of an antiquated banking system. Due to my passion for innovating on old concepts, such as my augmented reality textbooks project for better learning, Affirm's mission resonates with my future career goals. I hope for the chance to contribute to it as a Summer 2017 intern and am ecstatic for this opportunity to apply.

I believe I'm a great fit for the role, especially on the UI/UX or platform team – I'm fluent in front-end design and have even received an award from a US Congresswoman for a digital art. As a student at the University of California, Berkeley, I have completed numerous computer science courses including algorithms, data structures, and machine structures. Currently, I work a range of languages like Python, C, C#, and Swift, along with design tools such as Photoshop, InDesign, Unity, XD. In the past year, I simultaneously have worked on UI/UX, maintained a role as Team Leader, and coded for numerous projects including:

- Educational video games as an independent contractor to the Maryland school district.
- Developed and published a 2D mobile fighting game, even nominated for Indie Video Game of the Year by Technical.ly Baltimore: <http://sunsetbrawlers.com/>
- Researching and developing new features, such as an AR UI, cross-networked sessions, and interactive textbook models in an Augmented Reality project.

Thank you very much for your time and this opportunity to apply. I look forward to hearing back from the Affirm team!

Sincerely,
Bryan Tong