BRYAN TONG
STUDENT / FULL-STACK SWE

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btong.me

Education

University of California, Berkeley   Aug 2015 – May 2019
Bachelor's Degree, Cognitive Science
Focus: Computational Modeling
Minor: Electrical Engineering and Computer Science

Experience

Nokia Bell Labs   May 2017 – Aug 2017
Software Engineering Intern   Sunnyvale, CA
- Full-stack R2D for a key enterprise app & co-developed web client in React.js
- Sole developer for AR client of the enterprise app using ARKit since day 0 release
- Fixed numerous front-end bugs in enterprise iOS client, fixed AR hardware

Virtual Reality at Berkeley   Sept 2016 - Current
Project Lead   Berkeley, CA
- Researching applications for Augmented Textbooks with Google Cardboard.
- Cross-platform implementation in C# + Unity with custom efficiency fixes.
- Implemented features including net-code, viewing lobbies, and AR UI navigation.
- Presented and demoed at Berkeley's first VR conference. http://vr.berkeley.edu/

KiteLion Studios, LLC   Dec 2015 - Current
Co-Publisher, Developer   Remote (IC)
- Co-developing and publishing Sunset Brawlers, a mobile 2D fighting game.
- Responsible for branding, UI / UX, gameplay features, and web design.
- Gained valuable knowledge of Unity, C#, net-code, and version control (Git).
- Featured in Technical.ly – Nominated for Best Indie Video Game of the Year.
- Presented at Gamescape and IGDA DC. More info: http://sunsetbrawlers.com/

Side Projects

Prismy (React.js, Firebase, WebEx), Tech & AR Videos (YouTube), Cryptocurrency Trade

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Involvement

Virtual Reality at Berkeley (VR@B) - Officer
Cognitive Science Students Association (CSSA), Cal eSports – Member

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Skills

Code: JS (React, Node), Python, Java, C, C#, C++, Swift, ARKit, Git & SVN, Unity, LaTeX, Machine Language (MIPS), Scheme, Spark, Bash, Android SDK, Unreal Engine 4

Design: Zeplin, Adobe Creative Suite, Photoshop, ZBrush, Maya, 2D Concept Art