

BRYAN TONG

btong@berkeley.edu

+1 (925) 577-6826

btong.me

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

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**

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)
- Initiated discussion with Apple for 2018 iOS release - <http://trywhitespace.com>

Virtual Reality at Berkeley March 2018 - Current
President (Prior: VP, Project Lead 2016 - 2018) Berkeley, CA

- Assumed Presidency in March 2018, handling consulting, teaching, and projects.
- Synthesizes technical AR / VR background with **aggressive growth** strategies.
- Leading 70+ developers, 350+ members across 15 internal and external projects.
- **Increased budget ten-fold** via sponsors, donations, and intra-university funding.
- Responsible for Berkeley's largest VR conference in the Fall and Spring hackathon

Teaching **CS 370 – Head TA** – Course content and software Summer 2018
CS 61A – Tutor – Two small-group sections/week Spring 2018
CS 61C (Machine Structures) – Academic Intern Fall 2017

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

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