BRYAN TONG
STUDENT / SWE / DESIGNER

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Education

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

Experience

Virtual Reality at Berkeley   2016 - Current
Project Lead   Berkeley, CA
- o   Researching applications for Augmented Textbooks with Google Cardboard.
- o   Implemented features including net-code, viewing lobbies, and AR UI navigation.
- o   Presented and demoed at Berkeley's first VR conference. http://vr.berkeley.edu/

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

Agora Ventures, LLC   2015
Software / UX Contractor   Remote (IC)
- o   Worked with a small team of contractors to produce an educational video game.
- o   Made a digital card game for classroom tablets in Maryland public schools.
- o   Delivered a shippable, cross-platform product in under eight weeks.
- o   Built the historical video game in Unity (C#). http://kitelion.me/HistoryGame/

Side Projects

Dice Roller (Web), Hangman (Swift), TextRPG (Python), Compiler-Assembler (C, MIPS)

Involvement

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

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Skills

Code: Unity, Python, Java, Javascript, C, C#, C++, SQL, Git, LaTeX, Swift, MIPS, Logisim, Scheme, Spark, Bash, Android SDK, Unreal Engine 4

Design: HTML5/CSS, Adobe Creative Suite, Photoshop, ZBrush, Maya, 2D Concept Art