BRYAN TONG
STUDENT / SWE / DESIGNER

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Dear SIE Team,

I'm an independent game developer and virtual reality researcher at UC Berkeley, utilizing technologies such as Unity every day to work on new entertaining games or further develop the crossroad between gaming and education. I've worked on numerous educational video games, mobile apps, interactive experiences, and even augmented reality textbooks. I have real-world experience with envisioning, presenting, developing, and shipping video games and related software for mobile and PC platforms.

I'm passionate about a synthesis of design, cognitive psychology, and computer science. Currently, I'm pursuing a major in Cognitive Science with a specialization in Human-Computer Interaction/Computational Modeling coupled with a minor in Computer Science. With this, I hope to create and implement beautiful experiences in gaming in both front and back-end aspects of development. Gaming ultimately focuses on the fun of the player and successful delivery of content to the consumer; and I'd love to contribute to the astounding efforts that the software engineering and game developing teams put into creating deep, immersive experiences for their fans to enjoy.

Sony Interactive Entertainment and the PlayStation brand have provided me some of my most memorable experiences in gaming, ranging from innovations such as the original Phantasy Star game's networking to PlayStation VR – and I hope for the chance to contribute to it as a Summer 2017 intern. I'm fluent in art and design and have received an award from a US Congresswoman for a digital painting. As a student at the University of California, Berkeley, I have completed numerous computer science courses including algorithms, data structures, and machine structures. I simultaneously have worked on UI/UX, maintained a role as Team Leader, and coded for numerous projects including:
  o Educational video games as an independent contractor to the Maryland school district.
  o Developed and published a 2D mobile fighting game, even nominated for Indie Video Game of the Year by Technical.ly Baltimore: http://sunsetbrawlers.com/
  o Researching and developing new features, such as an AR UI, cross-networked sessions, and interactive textbook models in an Augmented Reality project.

I am hopeful to become part of the team and contribute to many of the wonderful experiences Sony Interactive Entertainment has brought to life. Thank you very much for your time and the opportunity to apply!

Sincerely,
Bryan Tong