

BRYAN TONG

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btong.me

<i>Education</i>	University of California, Berkeley Bachelor's Degree, Cognitive Science Minor, Computer Science	Aug 2015 – May 2019
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<i>Experience</i>	Nokia Bell Labs Software Engineering Intern	May 2017 – Aug 2017 Sunnyvale, CA
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- 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) Co-Founder, Software Engineer	Sept 2017 – Current San Francisco, CA
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- 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)
- Q1 2018 iOS release - <http://trywhitespace.com>

Virtual Reality at Berkeley Vice President	Sept 2016 - Current Berkeley, CA
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- For this Spring semester, I will be a VP handling internal marketing for VR@B
- Lead team of 8 developers to explore cutting-edge use cases for mobile AR, C#
- Implemented features including target tracking, SLAM, networks, and AR UI
- Presented and demoed at Berkeley's first VR conference, VXPC, and SF BASF

<i>Teaching</i>	CS 61A – Tutor – Two small-group sections/week CS 61C – Tutor – Three hours/week of one-on-one tutoring CS 61C (Machine Structures) – Academic Intern	Spring 2018 <small>S P R I N G 2 0 1 8</small> <small>F A L L 2 0 1 7</small>
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<i>Coursework</i>	Artificial Intelligence, Databases, iOS Development, Machine Structures, Blockchain, Data Structures, Algorithms, Discrete Math & Probability Theory, Linear Algebra
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<i>Skills</i>	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
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