

# BRYAN C. TONG

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[github.com/bbtong](https://github.com/bbtong)  
[btong.me](http://btong.me)

## EDUCATION

### University of California, Berkeley

*Bachelor of Arts, Computer Science*

*Focus: Spatial Computing, Cognitive Neuroscience*

*Aug 2015 – May 2019*

## EXPERIENCE

### Pivotal Software

Associate Software Engineer

*June 2019 - Present*

San Francisco, CA

- Developed features in R&D tools to automate tasks via CI/CD, saving \$21M annually
- Created bot spanning multiple APIs to automate graceful shutdown behavior during network and power outages, reducing platform downtime and need for paging
- Contributed open-source code to BOSH, Cloud Foundry to improve handling of expiring certificates, assisting in easier orchestration of Cloud Foundry applications

### Augmented Cognition Lab / Robotics Learning Lab

Software Engineer / Researcher

*May 2018 – Aug 2018*

Berkeley, CA

- Directed R&D and engineers to implement MVPs with **Unity, C#, Go, Ruby, ROS**, in order to accelerate development on tele-operated robotics piloted via HTC Vive
- Contributed full-stack features including **backend APIs** and **2D & VR UI**, enabling visual interfacing through HMD and traditional displays over wireless protocols

### Nokia Bell Labs

Software Engineering Intern

*May 2017 – Aug 2017*

Sunnyvale, CA

- Developed mobile augmented reality applications with **ARKit (day 0), Electron, React.js** to project AR room-scale tele-conferencing avatars and indoor navigation
- Co-developed web client in **React, Redux JS, d3, Electron, Socket.io, Docker** to rapidly prototype a universal-integration chat and productivity application

## PROJECTS

### Whitespace AR

AR / VR Software Engineer

*Aug 2017 – June 2018*

- Developed AR algorithm related to vertical wall tracking in ARKit beta / Xcode 10
- Implemented **light-normalized contrast detection** to improve low-light tracking
- Integrated iOS native app with **Shopify SDK, Firebase** with **Apple Pay** checkout

## LEADERSHIP

### Virtual Reality at Berkeley

President (Prior: Project Lead, 2016 – 2018)

*Aug 2016 – May 2019*

Berkeley, CA

- Scaled to 120+ developers, 400+ members; grew revenue and donations 1,000%
- Organized VXPC and SodaHacks, Berkeley's largest VR conference and hackathon
- Established partnerships with **Augmented Cognition Lab** under Dr. Allen Yang, and **Robotic Learning Lab** under Dr. Pieter Abbeel, for VR robotic teleoperation
- [vr.berkeley.edu](http://vr.berkeley.edu) | [vr.berkeley.edu/sodahacks](http://vr.berkeley.edu/sodahacks)

## ADDITIONAL

CS 370 Head TA & Co-Instructor

ASUC Deputy Director of Entrepreneurship & Technology

CS 61A Course Staff, CS 61C Course Staff

*Fall 2018 – Spring 2019*

*Fall 2018*

*Spring 2018*

US Citizen