

BRYAN TONG

STUDENT / SWE / DESIGNER

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btong.me

Education **University of California, Berkeley** 2015 – 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

- Researching applications for Augmented Textbooks with Google Cardboard.
- Implementing new features such as shared-sessions, lobbies, and AR navigation.
- Presented and demoed at Berkeley's first VR conference. <http://vr.berkeley.edu/>

KiteLion Studios, LLC 2015 - Current
Co-Publisher, Lead Designer CA, MD

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

Agora Ventures, LLC 2015
Software / UX Contractor Remote (IC)

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

Side Projects Dice Roller (Web), Hangman (Swift), Spell Checker (C), Compiler-Assembler (C, MIPS)

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

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