BRYAN C. TONG

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github.com/bbtong
btong.me

EDUCATION

University of California, Berkeley   *Aug 2015 – May 2019*
Bachelor of Arts, Computer Science

EXPERIENCE

Anduril Industries   *Mar 2020 - Aug 2020*
Software Engineer (IC3)   Irvine, CA
- o Developed Lattice platform integration to display US military devices in real-time, using Golang, gRPC, proto3, and decentralized key-value store, for C&C purposes
- o Ported prototype Java code to optimized production Golang, used for Anti-Ballistic Missile System products, to be ran on low-power, distributed meshnet hardware

Pivotal Software   *June 2019 – Feb 2020*
Associate Software Engineer (IC2)   San Francisco, CA
- o Developed features in R&D tools to automate tasks via CI/CD, saving $21M annually
- o Automated safe shutdown during surprise network and power outages, reducing platform downtime and need for paging, using BOSH CLI, GCP API, Cloud Foundry
- o Deployed and maintained Kubernetes (k8s) on GCP, Azure Stack, OpenStack clusters

Augmented Cognition Lab / Robotics Learning Lab   *May 2018 – Aug 2018*
Software Researcher   Berkeley, CA
- o 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
- o 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   *May 2017 – Aug 2017*
Software Engineering Intern   Sunnyvale, CA
- o Used React, d3.js, iOS ARKit to project room-scale AR for navigation and video calls
- o Co-developed web client in React, Redux JS, d3, Electron, Socket.io, Docker to rapidly prototype a universal-integration chat and productivity application

PROJECTS

Ø Coffee (nullcoffee.com/)   *2020*

Whitespace AR   *2018*
- o Developed AR algorithm related to vertical wall tracking in ARKit beta / Xcode 10
- o Implemented light-normalized contrast detection to improve low-light tracking
- o Integrated iOS native app with Shopify SDK, Firebase with Apple Pay checkout

LEADERSHIP

Virtual Reality at Berkeley   *Aug 2016 – May 2019*
President   Berkeley, CA
- o Scaled to 120+ developers, 400+ members; grew revenue and donations 1,000%
- o Established partnerships with **Augmented Cognition Lab** under Dr. Allen Yang, **and Robotic Learning Lab** under Dr. Pieter Abbeel, for VR robotic teleoperation
- o vr.berkeley.edu | vr.berkeley.edu/sodahacks

TEACHING

CS 370 Head TA & Co-Instructor   *Fall 2018 – Spring 2019*
CS 61A Course Staff, CS 61C Course Staff   *Spring 2018*