

BRYAN TONG

STUDENT / ENTREPRENEUR

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btong.me

<i>Education</i>	University of California, Berkeley	2015 – 2019
	Bachelor's Degree, Cognitive Science	
	<i>Focus:</i> Human-Computer Interaction	
<i>Classes (Tech)</i>	CS10, CS61A, CS61B, CS70, Math 1A, MCB C64	

<i>Experience</i>	KiteLion Games, LLC	2015 - Current
	Co-Publisher, Lead Designer	CA, MD

Ongoing project in collaboration with KiteLion Games. Co-developing and publishing Sunset Brawlers, a mobile 2D fighting game. In charge of branding, UI/UX, game design, and web design. Featured in Technical.ly, showcased at Gamescape, and recently IGDA DC. Gained valuable knowledge of Unity, C#, net-code, and version control from this project. <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. The product, a card-based game for classroom tablets, was built in Unity over the span of eight weeks. Gained skills of UI/UX in Unity (C#) and mastery of Adobe Creative Suite.

MIRAI Apparel	2012-2014
Founder / CEO	Pleasanton, CA

Designed high-end clothing, primarily of urban/streetwear styles. Worked with American Apparel and local screen printers to produce sweatshop-free clothing. Oversaw all aspects of the company, ranging from product design, website code, and school marketing teams. Launch of first product line generated 10,000+ hits online and generated profit of high thousands.

<i>Skills</i>	HTML5 / CSS, Python, Adobe CS, Unity, C#, Java, SQL, Scheme, LaTeX
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