

# BRYAN TONG

STUDENT / SWE / DESIGNER

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[btong.me](http://btong.me)

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*Education*      **University of California, Berkeley**      2015 – 2019  
Bachelor's Degree, Cognitive Science  
*Focus:* Computational Modeling  
*Minor:* Computer Science

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*Experience*      **KiteLion Games, 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/>

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**Virtual Reality @ Berkeley**      2016 - Current  
Incoming Team Lead      Berkeley, CA

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

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**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/>

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**MIRAI Apparel**      2012-2014  
Founder / CEO      Pleasanton, CA

- Worked with American Apparel and screen printers to make American clothing.
- Oversaw all aspects of the company, ranging from product design, website code, fulfillment and shipping, and school marketing teams.
- Launch of first product line generated 10,000+ hits online and generated profit of high thousands.

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*Skills*      Code: Unity, Python, Java, C, C#, SQL, Git, LaTeX, Swift, Scheme, Spark, Bash, CMS  
Design: HTML5/CSS, Adobe Creative Suite, Photoshop, ZBrush, Maya, 2D Concept Art