

# BRYAN TONG

[btong@berkeley.edu](mailto:btong@berkeley.edu)

+1 (925) 577-6826

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

---

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

---

*Experience*      **Nokia Bell Labs**      May 2017 – Aug 2017  
Software Engineering Intern      Sunnyvale, CA

- Full-stack R2D for a key enterprise app & co-developed web client in React.js
- Sole developer for AR client of the enterprise app using ARKit since day 0 release
- Fixed numerous front-end bugs in enterprise iOS client, fixed AR hardware

---

**Virtual Reality at Berkeley**      Sept 2016 - Current  
Project Lead      Berkeley, CA

- Researched applications for Augmented Textbooks with Google Cardboard.
- Cross-platform implementation in C# + Unity with custom efficiency fixes.
- Implemented features including net-code, viewing lobbies, and AR UI navigation.
- Presented and demoed at Berkeley's first VR conference. <http://vr.berkeley.edu/>

---

**KiteLion Games, LLC**      Dec 2015 - Current  
Co-Publisher, Developer      Remote (IC)

- 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/>

---

*Side Projects*      Prismy (React.js, Firebase, WebEx), Tech & AR Videos (YouTube), Cryptocurrency Trade

---

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

---

*Skills*      **Code:** JS (React, Node), Python, Java, C, C#, C++, Swift, ARKit, Git & SVN, Unity, LaTeX, Machine Language (MIPS), Scheme, Spark, Bash, Android SDK, Unreal Engine 4

**Design:** Zeplin, Adobe Creative Suite, Photoshop, ZBrush, Maya, 2D Concept Art