BRYAN TONG
STUDENT / SWE / DESIGNER

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

Experience	**KiteLion Games, LLC**	2015 - Current
	Co-Publisher, Lead Designer	CA, MD

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

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

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

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

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

Involvement	Virtual Reality at Berkeley (VR@B)
	Cognitive Science Students Association (CSSA)
	Cal eSports

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