

BRYAN C. TONG

btong@berkeley.edu
+1 (925) 577-6826
github.com/bbtong | btong.me

EDUCATION

University of California, Berkeley

B.A, Computer Science & Cognitive Science

Aug 2015 – May 2019

GPA 3.0

• Relevant coursework:

Data Structures	Artificial Intelligence	Internet Architecture
Computer Architecture	Database Systems	Computer Security
Programming	Discrete Mathematics	Information Devices

EXPERIENCE

CS370: Computer Science Pedagogy – UC Berkeley

June 2018 - Current

Co-Instructor (Fall), Head of Software (Summer)

Berkeley, CA

- Developed and deployed automated appointment system to scale infrastructure.
- Wrote system **with React, Firebase** to rapidly prototype with RESTful design.
- Refined course curriculum, **co-taught weekly lectures**, 6 hours a week.
- inst.eecs.berkeley.edu/~cs370 | cs370scheduler.org

Nokia Bell Labs

May 2017 – Aug 2017

Software Engineering Intern

Sunnyvale, CA

- **Full-stack R2D** for a cross-platform, enterprise-scale communications app.
- Sole developer for an AR client, using and researching ARKit since day 0 release.
- Co-developed web client in **React, Redux JS, d3, Electron, Socket.io** rapidly.
- Contributed thousands of lines of production code, deployed via **Docker**.
- Worked in bi-weekly sprints, organized in **SCRUM** agile framework.

Virtual Reality at Berkeley

August 2016 - Current

President (Prior: Project Lead, 2016 – 2018)

Berkeley, CA

- Scaled to 120+ developers, 350+ members across internal teams and consulting.
- Hosted VXPC and SodaHacks, Berkeley's largest VR conference and hackathon.
- Established partnerships with **Augmented Cognition Lab** under Dr. Allen Yang, and **Robotic Learning Lab** under Dr. Pieter Abbeel, for VR robotic teleoperation.
- vr.berkeley.edu | vr.berkeley.edu/sodahacks

SIDE PROJECTS

Whitespace AR

Aug 2017 – June 2018

AR / VR Software Engineer

- **Co-developed** AR wall-art interior decoration application in ARKit, Xcode beta.
- Employed **AR / CV** principles to tweak ARKit code for improved low-light, blank wall functionality due to lack of target points on blank walls.
- Rigged artwork to pull from **Shopify SDK, Firebase** with Apple Pay checkout.

ADDITIONAL INVOLVEMENT

ASUC Deputy Director of Entrepreneurship & Technology

Fall 2018

CS 61A Tutor

Summer, Fall 2018

CS 61C Academic Intern

Spring 2018

TECHNICAL SKILLS

Languages: C, C#, HTML / CSS, Go, Java, Javascript, LISP, Python, SQL, Swift

Frameworks: React JS, Redux JS, Node JS, Firebase, d3.js

Design: Photoshop, Illustrator, After Effects, Zeplin, Sketch