

BRYAN TONG

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btong.me

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

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

- Full-stack R2D for a cross-platform enterprise app, using Swift and various SDKs
- Sole developer for an AR client, using and researching ARKit since day 0 release
- Co-developed (duo) web client in React.js with interactivity in D3.js, Electron
- Contributed thousands of lines of production code in an Agile workflow

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

- Leading team of 8 developers to explore cutting-edge use cases for mobile AR
- This semester, researching SLAM-based applications and networked interactions
- Prior: Implemented features including target tracking, interpolation, and AR UI
- Presented and demoed at Berkeley's first VR conference, VXPC, and SF BASF

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

- Co-developing and publishing Sunset Brawlers, a mobile 2D fighting game
- Developed in Unity (C#), implemented net-code, physics colliders, lobbies
- Featured in Technical.ly – Nominated for Best Indie Video Game of the Year, x2
- Presented at Gamescape and IGDA DC. More info: <http://sunsetbrawlers.com/>

Side Projects WhitespaceAR (Swift, Firebase, Shopify) – Revolutionizing the canvas print marketplace
Prismy (React.js, WebExtension), Tech & AR Videos, Cryptocurrency Trade

Coursework Databases, iOS Development, Machine Structures (+ Lab Assistant), Blockchain, Data Structures, Algorithms, Discrete Math & Probability Theory, Linear Algebra

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

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