

BRYAN TONG

STUDENT / SWE / DESIGNER

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Dear FableLabs Magicians,

I'm an independent game developer, virtual reality researcher, and student at UC Berkeley, utilizing technologies and building games that I'm passionate about. Common to the interests of FableLabs, I don't have any interest in creating another mobile game with a random screaming warrior's face. Instead, I've worked on numerous educational video games as a contractor and even augmented reality textbooks. I have real-world experience with envisioning, presenting, developing, and shipping video games and related software for mobile and PC platforms.

Though this position appears to be more of a QA game tester, I'd love to contribute beyond it in that regard. I'm passionate about a synthesis of design, cognitive psychology, and computer science. As a result, I'm pursuing a major in Cognitive Science focused in Computational Modeling, coupled with a minor in EECS. I can not only point out glitches and mistakes in the game development process, but I can fix them myself and contribute (ideally) awesome features to the games.

I'm passionate about playing games, making games, and the energy of the gaming industry – and hope for the chance to contribute my passion to FableLabs as a Summer 2017 intern. UI/UX is my strong suit and passion and it would be exhilarating to work on such features in the production tools or a game. I believe I'm a great fit for the role – I'm fluent in art and design and have received an award from a US Congresswoman for a digital painting. As a student at the University of California, Berkeley, I have completed numerous computer science courses including algorithms, data structures, and machine structures. I simultaneously have worked on UI/UX, maintained a role as Team Leader, and coded for numerous projects including:

- Educational video games as an independent contractor to the Maryland school district.
- Developed and published a 2D mobile fighting game, even nominated for Indie Video Game of the Year by Technical.ly Baltimore: <http://sunsetbrawlers.com/>
- Researching and developing new features, such as an AR UI, cross-networked sessions, and interactive textbook models in an Augmented Reality project.

Thank you very much for your time and the opportunity to apply, and I look forward to hearing back from the team at FableLabs.

Sincerely,
Bryan Tong