

BRYAN TONG

STUDENT / ENTREPRENEUR

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btong.me

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

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

- 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/>

Virtual Reality @ Berkeley 2016 - Current
Project Team Member Berkeley, CA

- Researching applications for Augmented Textbooks with Google Cardboard.
- Implementing new features to interact with textbooks and diagrams in 3D AR.
- Presented and demoed at Berkeley's first VR conference. <http://vr.berkeley.edu/>

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

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

MIRAI Apparel 2012-2014
Founder / CEO Pleasanton, CA

- Worked with American Apparel and screen printers to make American clothing.
- Oversaw all aspects of the company, ranging from product design, website code, fulfillment and shipping, and school marketing teams.
- Launch of first product line generated 10,000+ hits online and generated profit of high thousands.

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