

# RYAN ROYAL TONG

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## EDUCATION

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**University of California, Davis**  
Bachelor of Science, Computer Science

**Graduation: June 2018**  
GPA: 3.333 / 4.000

## SKILLS

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*Programming Languages:* Python, C++, R, C, Java, HTML, CSS, JavaScript, Swift (Novice).

*Tools:* UNIX, SSH/PuTTY, LaTeX, Xcode, Android Studio, Amazon Web Services.

*Operating Systems:* Linux, Windows 10, Mac OS X, Windows XP.

## EXPERIENCE

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**System Administrator**, UC Davis Engineering Student Startup Center

**September 2017 – December 2017**

- ◆ Working in a UNIX based environment to maintain a virtual cloud server under Amazon Web Services.
- ◆ Utilizing Node.js, NGINX, and MongoDB software to deploy and manage a NodeBB forum.
- ◆ Conducting design elements and implementing JavaScript plugins to enhance user experience.

**Computer Science Tutor**, Davis, CA

**October 2017 – December 2017**

- ◆ Supervising web development seminars to instruct and guide students to create their personal websites.
- ◆ Coordinating with the UC Davis CS department to organize teaching material to better educate students.
- ◆ Helping students through the difficulties of Data Structures, Programming, and general CS concepts.

## PROJECTS

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**flsys | Python**

**February 2018**

- ◆ Created a distributed file system for multiple UNIX-family machines to transfer messages between hosts.
- ◆ Utilized Python thread-based system to host servers, where every server runs a thread for each of their clients.
- ◆ Implemented read, write, open and close commands between clients through a server, given the permissions.

**Medminder | Swift**

**January 2018 – Present**

- ◆ Programmed and adjusted constraints on Xcode to provide a necessary medicine management application.
- ◆ Utilized Google Firebase to effectively gather and store user information on a real-time basis.
- ◆ Created digital assets with Photoshop to incorporate a simple and coherent user interface.

**ChemQuest | C#, JavaScript**

**May 2017**

- ◆ Wrote C# and JavaScript scripts for three-dimensional object behavior in Unity.
- ◆ Designed an interactive chemistry lab simulator in a virtual reality interface.
- ◆ Exported to Android and iOS devices to operate the project through Google Cardboard.

**WeatherApp | HTML, CSS, JavaScript**

**April 2017**

- ◆ Implemented a carousel graphical interface to allow users to view daily weather highlights.
- ◆ Extracted and formatted weather information based on zip code using Yahoo Weather API.
- ◆ Parsed JSON data queries and strings into the local server database to display to the user.