

RYAN ROYAL TONG

(510) 292-6298 | rrtong@ucdavis.edu | rrtong.info | linkedin.com/in/rrtong | github.com/rrtong

EDUCATION

University of California, Davis
Bachelor of Science, Computer Science

Graduation: June 2018
GPA: 3.246 / 4.000

SKILLS

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

System Administrator, UC Davis Engineering Student Startup Center

September 2017 – Present

- ◆ 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

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.