

RYAN ROYAL TONG

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EDUCATION

University of California, Davis
Bachelor of Science, Computer Science

Graduation: June 2018
GPA: 3.250

SKILLS

Programming Languages: C++, C, Java, HTML, CSS, C#, JavaScript, Python

Tools: Visual Studio, Linux/UNIX, LaTeX, Android Studio, Amazon Web Services, NGINX, MongoDB, Node.js

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 – Present

- ◆ 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

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.

NODE | C#

December 2016

- ◆ Implemented create, read, update, and delete functions in C# for a Ruby on Rails database.
- ◆ Worked with XAML and JSON to maintain and store a library of users and their article posts.
- ◆ Learned the fundamentals of Universal Windows 10 app development using Visual Studio.

JoopyBird | Java

May 2013 – June 2013

- ◆ Created a pseudo-physics engine to simulate gravity using Java.
- ◆ Designed a simple, coherent design for the sprite and environment using Java graphics.
- ◆ Implemented keyboard controls to allow the user to interact with its environment.