RYAN ROYAL TONG

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EDUCATION

University of California, Davis   **Graduation: June 2018**
Bachelor of Science, Computer Science

SKILLS

Programming Languages: C++, C, Java, HTML, CSS, C#, JavaScript, x86 Assembly (CUSP)
Tools: Visual Studio, Linux/UNIX, LaTeX, Android Studio, Amazon Web Services, NGINX, MongoDB, Node.js

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.

EXPERIENCE

System Administrator, UC Davis Engineering Student Startup Center   **September 2017 – Present**

- Using Amazon Web Services to host a server for UC Davis students to connect.

- Working with Node.js and MongoDB to run and manage a website run under NodeBB software.

Computer Science Tutor, Davis, CA   **October 2017 – Present**

- Helping UC Davis students through the difficulties of Data Structures, Programming, and general Computer Science obstacles.

- Assembling students into groups to analyze and collectively dispute Computer Science concepts.