RYAN ROYAL TONG

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EDUCATION

University of California, Davis

Bachelor of Science, Computer Science

SKILLS

Programming Languages: C++, Java, C#, JavaScript, XAML, JSON, HTML, CSS, x86 Assembly (CUSP) *Tools:* Visual Studio, Code::Blocks, Logisim, Linux/Unix, LaTeX, Eclipse, BlueJ, Unity, Android Studio

PROJECTS

ChemQuest | C#, JavaScript

May 2017

Graduation: June 2018

- 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.

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.

Everything Dumpling | Scratch

November 2016

- Used drag-and-drop implementation to design a game within a 12-hour time frame.
- Created original graphics for the player, enemies, and background.
- Won Aesthetics Award for the 2016 Fall Game Jam for UC Davis Game Development Club.

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

Google Games 2017, Sunnyvale, CA

April 2017

- Achieved 4th place out of 24 teams in a Google-hosted programming and problem-solving competition.
- Worked cooperatively with a team of five members, allocating time to 90 minute time intervals.

Assistant Manager, The Sweet Booth

Summer 2010 – 2014

- Installed and operated security surveillance system; operated security feeds of 10-hour work shifts.
- Provided customer service and made drinks to order in a multilingual environment.