

# BRYAN TONG

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[btong.me](http://btong.me)

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*Education*      **University of California, Berkeley**      Aug 2015 – May 2019  
Bachelor's Degree, Computer Science  
*Focus:* Computer Vision, Perception

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*Experience*      **Nokia Bell Labs**      May 2017 – Aug 2017  
Software Engineering Intern      Sunnyvale, CA

- Full-stack R2D for a cross-platform enterprise app, using Swift and various SDKs
- Sole developer for an AR client, using and researching ARKit since day 0 release
- Co-developed (duo) web client in React.js with interactivity in D3.js
- Contributed thousands of lines of production code in an Agile workflow

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**Virtual Reality at Berkeley**      Sept 2016 - Current  
Project Lead      Berkeley, CA

- Leading team of 8 developers to explore cutting-edge use cases for mobile AR
- This semester, researching SLAM-based applications and networked interactions
- Prior: Implemented features including net-code, interpolation, and AR UI
- Presented and demoed at Berkeley's first VR conference, VXPC, and SF BASF

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**KiteLion Games, LLC**      Dec 2015 - Current  
Co-Founder, Developer      Remote (IC)

- Co-developing and publishing Sunset Brawlers, a mobile 2D fighting game
- Featured in Technical.ly – Nominated for Best Indie Video Game of the Year, x2
- Presented at Gamescape and IGDA DC. More info: <http://sunsetbrawlers.com/>

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*Side Projects*      WhitespaceAR (Swift), Prismy (React.js), Tech & AR Videos, Cryptocurrency Trade

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*Coursework*      Databases, iOS Development, Machine Structures (+ Lab Assistant), Blockchain, Data Structures, Algorithms, Discrete Math & Probability Theory, Linear Algebra

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*Skills*      **Code:** JS (React, Node), Python, Java, C, C#, C++, iOS (Swift & Xcode), ARKit, ARCore, Git & SVN, Unity, MIPS, RISC-V, Scheme, Spark, Bash, Android SDK, Unreal Engine 4

**Design:** Zeplin, Adobe Creative Suite, Photoshop, ZBrush, Maya, 2D Concept Art