

# 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, Cognitive Science  
*Focus:* Computational Modeling  
*Minor:* Electrical Engineering and Computer Science

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

- Full-stack R2D for an 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

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

- Researched applications for Augmented Textbooks with Google Cardboard.
- Cross-platform implementation in C# + Unity with custom efficiency fixes.
- Implemented features including net-code, viewing lobbies, and AR UI navigation.
- Presented and demoed at Berkeley's first VR conference. <http://vr.berkeley.edu/>

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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.
- Responsible for branding, UI / UX, gameplay features, and web design.
- Featured in Technical.ly – Nominated for Best Indie Video Game of the Year.
- Presented at Gamescape and IGDA DC. More info: <http://sunsetbrawlers.com/>

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*Side Projects*     Prismy (React.js, Firebase, WebEx), Tech & AR Videos (YouTube), Cryptocurrency Trade

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*Involvement*     Virtual Reality at Berkeley (VR@B) - Officer  
Cognitive Science Students Association (CSSA), Cal eSports – Member

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*Skills*     **Code:** JS (React, Node), Python, Java, C, C#, C++, Swift, ARKit, Git & SVN, Unity, LaTeX, Machine Language (MIPS), Scheme, Spark, Bash, Android SDK, Unreal Engine 4

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