

BRYAN TONG

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btong.me

Education **University of California, Berkeley** Aug 2015 – May 2019
Bachelor's Degree, Computer Science
Bachelor's Degree, Cognitive Science

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, Electron
- Contributed thousands of lines of production code in an Agile workflow

Whitespace AR (Merakai, LLC) Sept 2017 – Current
Co-Founder, Software Engineer San Francisco, CA

- Co-developing iOS app for live previewing via AR of canvas prints and wall art
- Working with native Swift, Firebase SDK, Shopify SDK, Texture (Async)
- Q1 2018 iOS release - <http://trywhitespace.com>

Virtual Reality at Berkeley Sept 2016 - Current
President-Elect (Prior: VP, Project Lead) Berkeley, CA

- In Fall 2018, I will be club President, handling consulting, teaching, and projects.
- Lead team of 8 developers to explore cutting-edge use cases for mobile AR, C#
- Implemented features including target tracking, SLAM, networks, and AR UI
- Presented and demoed at Berkeley's first VR conference, VXPC, and SF BASF

Teaching **CS 61A – Tutor** – Two small-group sections/week Spring 2018
CS 61C – Tutor – Three hours/week via CS 370
CS 61C (Machine Structures) – Academic Intern Fall 2017

Coursework Artificial Intelligence, Databases, iOS Development, Machine Structures, Blockchain,
Data Structures, Algorithms, Discrete Math & Probability Theory, Linear Algebra

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