Bryan Hsu

bryanhsu.com   bryan.j.hsu@gmail.com

Kontomo
Tech Lead
5.2018 - current

Kontomo is a software application company focused on enhancing the interaction between the artist and audience during live performance events. Currently focusing on fullstack development for web, iOS, and Android.

72andSunny
Creative Resident
2.2018 - 6.2018

Worked on a brief revolving around the homelessness issue in Los Angeles. Created multiple AR experiences using Snapchat's Lens Studio and wrote custom code to inject into a Squarespace site.

Freelance
Creative Technologist
5.2018 - 2.2019

Worked as a developer/technologist for mixed reality startup companies such as Spatial and New Reality Co. Unity3D development, interaction design work, and film production in VR and AR.

Crispin Porter + Bogusky
Creative Tech Fellow
6.2017 - 8.2017

Ideated, designed, and developed Pigeon, an internal prototyping tool for smart assistant and chatbot conversations. Built with react.js, bootstrap, node.js.
Worked on pitch decks for new business clients, focusing primarily on AR and VR technologies

NeuLion Inc
Android Engineer
5.2013 - 7.2016

Developer for:
UFC for Android TV and Fire TV
Tennis Channel Everywhere for Fire TV
NBA GameTime for the Android TV
Univision Deportes for Android mobile
NHL GameCenter for Android mobile

Skills

Education

Javascript
react.js
node.js
express.js
websocket
Android (Java)
iOS (Swift)
Unity3D (C#)
Arduino
Raspberry Pi
Adobe CC
Blender

New York University
Master of Professional Studies
Interactive Telecommunications Program
9.2016 - 5.2018

Rutgers University
Bachelor of Arts
Computer Science
Information Technology and Informatics
9.2009 - 5.2013