

Alexandria



Table of Contents

- [Programación](#)
 - [Programación - Android](#)
 - [Programación - Android - Diseño](#)
 - [Programación - Android - Frameworks](#)
 - [Programación - Android - Learn](#)
 - [Programación - Android - Learn - Android Studio](#)
 - [Programación - Android - Learn - Samples](#)
 - [Programación - Android - Learn - Training](#)
 - [Programación - Android - Recursos](#)
 - [Programación - Android - Recursos - Android Testing Framework](#)
 - [Programación - Android - Recursos - Anotaciones](#)
 - [Programación - Android - Recursos - AR/VR](#)
 - [Programación - Android - Recursos - Architecture](#)
 - [Programación - Android - Recursos - Directorio](#)
 - [Programación - Android - Recursos - Fonts](#)
 - [Programación - Android - Recursos - HTTP](#)
 - [Programación - Android - Recursos - Image](#)
 - [Programación - Android - Recursos - Maps](#)
 - [Programación - Android - Recursos - SDKs](#)
 - [Programación - Android - Recursos - Onboarding](#)
 - [Programación - Android - Recursos - ORM & Database](#)
 - [Programación - Android - Recursos - Physics](#)
 - [Programación - Android - Recursos - RecyclerView](#)

- [Programación - Android - Recursos - Reactive](#)
 - [Programación - Android - Recursos - UI](#)
 - [Programación - Android - Recursos - Code Analysis](#)
 - [Programación - Android - Services](#)
 - [Programación - Android - Services - Firebase](#)
 - [Programación - Android - Utils](#)
- [Programación - Angular](#)
- [Programación - Containers](#)
- [Programación - CSS3](#)
 - [Programación - CSS3 - Learn](#)
 - [Programación - CSS3 - Flexbox](#)
 - [Programación - CSS3 - Online](#)
 - [Programación - CSS3 - Utils](#)
- [Programación - Dart](#)
- [Programación - Electron](#)
- [Programación - Git](#)
- [Programación - Go](#)
- [Programación - GraphQL](#)
- [Programación - Haxe](#)
- [Programación - HTML5](#)
- [Programación - Java](#)
 - [Programación - Java - Web](#)
 - [Programación - Java - JavaFX](#)
- [Programación - Javascript](#)
- [Programación - Kotlin](#)
 - [Programación - Kotlin - Learn](#)
 - [Programación - Kotlin - Samples](#)
 - [Programación - Kotlin - Libraries](#)
- [Programación - LESS](#)
- [Programación - Lua](#)
- [Programación - Machine Learning](#)
- [Programación - Node.js](#)
- [Programación - Online Editors](#)
- [Programación - Patterns](#)
- [Programación - PHP](#)
- [Programación - Polymer](#)
- [Programación - Processing](#)
- [Programación - PWA](#)
- [Programación - Python](#)
- [Programación - React](#)
- [Programación - ReactiveX](#)
- [Programación - RxJava](#)
- [Programación - SASS](#)
- [Programación - Templating Engine](#)
- [Programación - Typescript](#)
- [Programación - UWP](#)

- [Programación - Vue](#)
- [Programación - Utils](#)
- [Desarrollo](#)
 - [Desarrollo - Awesomeness](#)
 - [Desarrollo - Database](#)
 - [Desarrollo - API](#)
 - [Desarrollo - API - Learn](#)
 - [Desarrollo - API - List](#)
 - [Desarrollo - API - Utils](#)
 - [Desarrollo - FrontEnd](#)
 - [Desarrollo - Google](#)
 - [Desarrollo - Hosting](#)
 - [Desarrollo - Legal](#)
 - [Desarrollo - Microsoft](#)
 - [Desarrollo - Official](#)
 - [Desarrollo - Testing](#)
 - [Desarrollo - Bibliotecas](#)
 - [Desarrollo - Bibliotecas - Animation & Effects](#)
 - [Desarrollo - Bibliotecas - Audio](#)
 - [Desarrollo - Bibliotecas - Authentication](#)
 - [Desarrollo - Bibliotecas - Buttons](#)
 - [Desarrollo - Bibliotecas - Canvas & 3D](#)
 - [Desarrollo - Bibliotecas - Carousel & Slider](#)
 - [Desarrollo - Bibliotecas - Date](#)
 - [Desarrollo - Bibliotecas - Editor](#)
 - [Desarrollo - Bibliotecas - Grid](#)
 - [Desarrollo - Bibliotecas - Header](#)
 - [Desarrollo - Bibliotecas - Highlight](#)
 - [Desarrollo - Bibliotecas - i18N](#)
 - [Desarrollo - Bibliotecas - Images](#)
 - [Desarrollo - Bibliotecas - Map](#)
 - [Desarrollo - Bibliotecas - Menu](#)
 - [Desarrollo - Bibliotecas - Notifications & Tooltips](#)
 - [Desarrollo - Bibliotecas - Presentations](#)
 - [Desarrollo - Bibliotecas - Progress, charts & display](#)
 - [Desarrollo - Bibliotecas - Refresh](#)
 - [Desarrollo - Bibliotecas - Scrolls](#)
 - [Desarrollo - Bibliotecas - Social](#)
 - [Desarrollo - Bibliotecas - Sprite](#)
 - [Desarrollo - Bibliotecas - SVG Animation](#)
 - [Desarrollo - Bibliotecas - Text](#)
 - [Desarrollo - Bibliotecas - Timeline](#)
 - [Desarrollo - Bibliotecas - UI](#)
 - [Desarrollo - Bibliotecas - Video](#)
 - [Desarrollo - Misc](#)
 - [Desarrollo - Misc - Analytics](#)

- Desarrollo - Misc - Blogging
 - Desarrollo - Misc - Blogging - CMS
 - Desarrollo - Misc - Blogging - Ghost
 - Desarrollo - Misc - Blogging - Jekyll
 - Desarrollo - Misc - Blogging - Static Generator
- Desarrollo - Misc - Bootstrap
- Desarrollo - Misc - CDN
- Desarrollo - Misc - Experiments
- Desarrollo - Misc - Gradle
- Desarrollo - Misc - HTTP
- Desarrollo - Misc - Virtual Machines
- Desarrollo - Misc - WEB
- Games
 - Games - Comunidad
 - Games - Inspiration
 - Games - Promoción
 - Games - Promoción - Ferias
 - Games - Promoción - Publishers
 - Games - Promoción - Publishing
 - Games - Promoción - Marketing
 - Games - Promoción - Institucional
 - Games - Learn
 - Games - Learn - Formación
 - Games - Learn - Books
 - Games - Learn - Mechanics
 - Games - Learn - Design
 - Games - Learn - Maths & Physics
 - Games - OpenSource
 - Games - Engines
 - Games - Gamebooks
 - Games - HTML5 Game Framework
 - Games - Canvas Library
 - Games - Engines - GameMaker
 - Games - Engines - Godot Engine
 - Games - Engines - Unreal Engine 4
 - Games - Engines - Unity
 - Games - Recursos
 - Games - Recursos - 3D Models
 - Games - Recursos - Sprites2D
 - Games - Recursos - Tiles
 - Games - Recursos - Textures
 - Games - Recursos - Materials
 - Games - Recursos - Stores
 - Games - Recursos - Game Services
 - Games - Recursos - Audio
- Diseño

- Diseño - Recursos
 - Diseño - Recursos - ClipArt
 - Diseño - Recursos - Images
 - Diseño - Recursos - Colores
 - Diseño - Recursos - Freebies
 - Diseño - Recursos - Fuentes
 - Diseño - Recursos - Iconos
 - Diseño - Recursos - Mockups
 - Diseño - Recursos - Plantillas
 - Diseño - Recursos - UI Kit
 - Diseño - Recursos - Utils
 - Diseño - Recursos - Vídeo
- Diseño - Learn
- Diseño - Inspiración
 - Diseño - Inspiración - Web
- Diseño - Material Design
 - Diseño - MD - Learn
 - Diseño - MD - Colores
 - Diseño - MD - Frameworks
 - Diseño - MD - Iconos
- Diseño - Sites
- Software
 - Software - Blender
 - Software - Blender - Oficial
 - Software - Cloud
 - Software - Correo
 - Software - GIF
 - Software - Video
 - Software - Image
 - Software - Image - Krita
 - Software - Image - Gimp
 - Software - Image - Inkscape
 - Software - Image - Animation
- Seguridad
 - Seguridad - Learn
 - Seguridad - Utils
 - Seguridad - Utils - BruteForcer
 - Seguridad - Utils - Cifrado
 - Seguridad - Utils - Footprinting
 - Seguridad - Utils - Frameworks
 - Seguridad - Utils - Listado
 - Seguridad - Utils - MITM
 - Seguridad - Utils - Network Scanner
 - Seguridad - Utils - Powershell
 - Seguridad - Utils - SQL
 - Seguridad - Utils - URL Scanner

- Seguridad - Utils - Web Vulnerability Scanner
- Seguridad - Utils - WiFi
- [Linux](#)
 - [Linux - Learn](#)
 - [Linux - Monitoring](#)
 - [Linux - Ubuntu](#)
- [Learn](#)
 - [Learn - Academy](#)
 - [Learn - Libros](#)
 - [Learn - Style Guide](#)
 - [Learn - Tutorials](#)

[Programación]

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[Programación] - [Android]

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- [Desarrolladores de Android](#) | Android Developers
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[Programación] - [Android] - [Diseño]

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- [Mobile Design Patterns - Pptrns](#)
- [Mobile Design Inspiration](#)
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- [Inspired UI - mobile ui patterns](#)
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- [Framework7 - Full Featured Mobile HTML Framework For Building iOS & Android Apps](#)
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- [Mobile Angular UI - Angular JS Mobile UI framework with Bootstrap 3 Css](#)
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- [PropertyCross](#)
- [Ratchet](#)
- [Weex](#)
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[Programación] - [Android] - [Learn]

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- [ConstraintLayout](#)

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[Programación] - [Android] - [Learn] - [Android Studio]

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- [Omni-Notes - Open source note-taking application for Android](#)
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- [MDX - Material Design Explorer for Android](#)
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- [Shuttle Music Player](#)
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[Programación] - [Android] - [Learn] - [Training]

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- [Google Developer Training Repository](#)
- [Udacity-Google Partnership](#)
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- [Google Codelabs](#)
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 - [Concepts - GitBook](#)
 - [Practicals - GitBook](#)

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 - [Concepts - GitBook](#)
 - [Practicals - GitBook](#)

[Programación] - [Android] - [Recursos]

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- [Mosh: the mobile shell](#)
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[Programación] - [Android] - [Recursos] - [Android Testing Framework]

- [Testing Apps on Android | Android Developers](#)
- [Testing Concepts | Android Developers](#)
- [Biblioteca de compatibilidad de pruebas - Android](#)
 - [googlesamples/android-testing-templates](#)
 - [googlesamples/android-testing](#)
 - [Android Testing Codelab](#)
- [Appium: Mobile App Automation Made Awesome.](#)
- [Robolectric](#)
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- [Testing on Android part 1: Unit Testing](#)
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[Programación] - [Android] - [Recursos] - [Anotaciones]

- [Mejorar la inspección de código con anotaciones - Android Developers](#)
- [AndroidAnnotations](#)
- [Butter Knife](#)
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[Programación] - [Android] - [Recursos] - [AR/VR]

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[Programación] - [Android] - [Recursos] - [Architecture]

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- [MvRx: Android on Autopilot](#)
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[Programación] - [Android] - [Recursos] - [Directorio]

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- [ashishb/android-security-awesome](#)
- [Awesome Android | LibHunt](#)
- [Developer tools - Android library statistics | AppBrain.com](#)
- [A curated list of awesome Android packages and resources - Github](#)
- [Must Have Libraries · codepath/android_guides Wiki](#)
- [The Android Arsenal - A categorized directory of free libraries and tools for Android](#)
- [wasabeef/awesome-android-libraries](#)
- [wasabeef/awesome-android-ui](#)
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- [96 Best Resources for Android Developers 2017](#)
- [Android by Example](#)
- [Search Android Libraries, Projects, and Tools](#)

[Programación] - [Android] - [Recursos] - [Fonts]

- [Downloadable Fonts | Android Developers](#)

[Programación] - [Android] - [Recursos] - [Browser]

- [Mozilla Android Components](#)

[Programación] - [Android] - [Recursos] - [HTTP]

- [Retrofit](#)
- [Transmitting Network Data Using Volley | Android Developers](#)
- [Scarlet - A Retrofit inspired WebSocket client for Kotlin, Java, and Android](#)

[Programación] - [Android] - [Recursos] - [Image]

- [Picasso](#)
- [Glide is a fast and efficient image loading library for Android](#)

[Programación] - [Android] - [Recursos] - [Maps]

- [Mapbox](#)
- [Leaflet](#)
- [Maps SDK For Android - TomTom](#)

[Programación] - [Android] - [Recursos] - [SDKs]

- [47 Degrees](#)
- [Airbnb](#)
- [ANDROID | OpenCV](#)
- [AWS | SDK para móviles – Herramientas de desarrollo de aplicaciones para móviles](#)

- [Box | Open Source](#)
- [Home | PayPal Developer](#)
- [Parse + Open Source = ❤️](#)
- [Rebound - spring dynamics for Android](#)
- [Square Open Source](#)
- [Tuenti Code · GitHub](#)
- [Open Source at Facebook](#)
- [Evernote · GitHub](#)
- [Yelp & Open Source](#)
- [Telegram Database Library](#)
- [NVIDIA CodeWorks for Android | NVIDIA Developer](#)

[Programación] - [Android] - [Recursos] - [Onboarding]

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- [PaperOnboarding is a material design slider](#)

[Programación] - [Android] - [Recursos] - [ORM & Database]

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- [Sugar ORM - Insanely easy way to work with Android database.](#)
- [Activeandroid by pardom](#)
- [Realm Database](#)
- [★ Room Persistence Library - Android Developers](#)
- [Save data in a local database using Room - Android Developers](#)
 - [Android Room with a View - Android Codelab](#)
 - [Android Persistence codelab - Android Codelab](#)

[Programación] - [Android] - [Recursos] - [Physics]

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[Programación] - [Android] - [Recursos] - [RecyclerView]

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[Programación] - [Android] - [Recursos] - [Reactive]

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[Programación] - [Android] - [Recursos] - [UI]

- [theDazzler/droidicon](#)
- [Android-Iconics](#)
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- [mikepenz/MaterialDrawer · GitHub](#)
- [lecho/hellocharts-android: Charts/graphs library for Android compatible with API 8+](#)
- [FlexboxLayout | Styling Android](#)
- [google/flexbox-layout: Flexbox for Android](#)
- [Andy671/Dachshund-Tab-Layout: Extended Android tab layout with animated indicators that have continuous feedback.](#)
- [nisrulz/sensey: \[Android Library\] Detecting gestures in a snap](#)
- [halfhp/androidplot: Charts and plots for Android](#)
- [GitHub - willowtreeapps/spruce-android: Spruce Animation Library](#)
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[Programación] - [Android] - [Recursos] - [PBR]

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[Programación] - [Android] - [Recursos] - [Code Analysis]

- [FindBugs](#)
- [PMD - An extensible cross-language static code analyzer](#)
- [Checkstyle is a development tool to help programmers write Java code that adheres to a coding standard](#)
- [Ensure High-Quality Android Code With Static Analysis Tools](#)
- [Static Code Analysis For Android using FindBugs, PMD and Checkstyle](#)

[Programación] - [Android] - [Services]

- [— Kinto 8.0.0 documentation](#)
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[Programación] - [Android] - [Services] - [Firebase]

- [Firebase](#)
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[Programación] - [Android] - [Utils]

- [Android Asset Studio](#)
- [App Store Screenshot Generator | Create Beautiful Screenshots for iOS and Android in Minutes](#)
- [Device Metrics - Material Design](#)
- [DPI Calculator](#)
- [Generador de material gráfico para dispositivos | Android Developers](#)
- [Pixplicity | DP/PX Converter](#)
- [Screen Sizes](#)
- [Shape Shifter](#)
- [SVG to Vector Drawable Converter – Convert SVG images to Android VectorDrawable XML resource files online](#)

[Programación] - [Angular]

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[Programación] - [Containers]

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- [LXC - Linux Containers](#)
- [Openshift](#)
- [OpenShift Container Platform Reference Architecture Implementation Guides](#)
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- [Docker - Build, Ship, and Run Any App, Anywhere](#)
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[Programación] - [CSS3]

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- [Lenguaje CSS \(Hojas de estilo\)](#)
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- [Tridiv | CSS 3D Editor](#)
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- [CSS Beautifier](#)
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- [CodePen - angular interactive box-model diagram](#)
- [CSS Ruler • Explore CSS lengths.](#)
- [CSSDesk - Online CSS Sandbox](#)
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- [A Client-Server Dart App From Scratch: Getting Started](#)
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- [RawGit](#)
- [Tips: Más de 100 comandos para GitHub / Git que deberías conocer | Desde Linux](#)
- [workspace · Git Cheatsheet · NDP Software](#)
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- [HTML5 Doctor, helping you implement HTML5 today](#)
- [HTML5 Please - Use the new and shiny responsibly](#)
- [HTML5 Rocks - A resource for open web HTML5 developers](#)
- [Initializr - Start an HTML5 Boilerplate project in 15 seconds!](#)
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- [SwitchToHTML5 - The HTML5 Framework Generator](#)
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- Awesome Java - A curated list of awesome frameworks, libraries and software for the Java programming language.
- Google Java Style
- ★ Guava - Google core libraries for Java
- JAR Search - findJAR.com
- SDKMAN! the Software Development Kit Manager
- Jib - Build container images for your Java applications.
- Apache TomEE & OpenEJB
- Guice is a lightweight dependency injection framework for Java 6 and above
- jsoup - Java HTML Parser, with best of DOM, CSS, and jquery
- Play Framework - Build Modern & Scalable Web Apps with Java and Scala
- Spring
- The Scala Programming Language
- Apache JMeter may be used to test performance both on static and dynamic resources, Web dynamic applications.
- JMH - Java Benchmark Tool
- VisualVM is a visual tool integrating commandline JDK tools and lightweight profiling capabilities.
- Lagom - an open source framework for building reactive microservice systems in Java or Scala
- Akka - Build powerful reactive, concurrent, and distributed applications more easily
- Apache Kafka® is used for building real-time data pipelines and streaming apps
- A modern, JVM-based, full-stack framework for building modular, easily testable microservice applications.
- Moshi - A modern JSON library for Android and Java
- WebJars are client-side web libraries (e.g. jQuery & Bootstrap) packaged into JAR files
- GraalVM - Run Programs Faster Anywhere

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- Spark Framework - A micro framework for creating web applications in Kotlin and Java 8 with minimal effort
- Jooby - Scalable, fast and modular micro web framework for Java
- Pippo - It's an open source micro web framework in Java
- Javalin - A simple web framework for Java and Kotlin
- Micronaut - A modern, JVM-based, full-stack framework for building modular, easily testable microservice applications

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- OpenJFX is an open source, next generation client application platform
- OpenJFX Official - OpenJFX is an open source, next generation client application platform for desktop, mobile and embedded systems built on Java
- fxexperience - JavaFX ControlsFX
- Say no to Electron! Using JavaFX to write a fast, responsive desktop application
- Awesome JavaFX
- Gluon - JavaFX Scene Builder

- [JMetro](#) - Styling of JavaFX controls based on the Metro design style introduced by Microsoft
- [Advanced and Modern JavaFX Media Player](#)
- [WorkbenchFX](#) - A lightweight RCP (Rich Client Framework) framework for JavaFX applications
- [Powerful JavaFX Media Player + Web Browser](#) (interesting javaFX links)

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- [Async-IO.org: Powering the Atmosphere Framework](#)
- [ccampbell/mousetrap](#) · GitHub
- [Cenny.js](#) // The plug 'n play Javascript Backend
- [Closure Tools](#) — Google Developers
- [CoffeeScript](#)
- [CreateJS](#) | A suite of Javascript libraries and tools designed for working with HTML5
- [Dashboard](#)
- [Derby](#)
- [ES6 In Depth Articles](#) ☆ [Mozilla Hacks](#) – the Web developer blog
- [favico.js](#) - Make a use of your favicon
- [Hammer.JS](#) - Hammer.js
- [Home](#) · [bebraw/jswiki](#) Wiki · GitHub
- [howler.js](#) - Modern Web Audio Javascript Library - GoldFire Studios
- [Introduction](#) · GitBook
- [Jaggery](#) - Delicious Javascript
- [Javascript Crypto Library](#) - Clipperz online password manager
- [JavaScripting.com](#) - The Database of JavaScript Libraries
- [jaws-stack/JAWS](#)
- [Knockout](#) : Home
- [Ractive.js](#) - next-generation DOM manipulation
- [React](#) | A JavaScript library for building user interfaces
- [RequireJS](#)
- [Sails.js](#) | Realtime MVC Framework for Node.js
- [Sammy.js](#) / A Small Web Framework with Class / RESTful Evented JavaScript
- [Socket.IO](#): the cross-browser WebSocket for realtime apps.
- [Some Of The Best Javascript Frameworks A Developer Can Have](#)
- [TaffyDB](#) - The JavaScript Database
- [Umbrella JS](#)
- [Unbeatable JavaScript Tools](#) - The Dojo Toolkit
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- [Arrow - Functional companion to Kotlin's Standard Library](#)
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- [CameraKit is an open-source library to support the Android Camera 1 and 2 APIs](#)
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- [LESS Hat. A kick-ass LESS Mixin Library for Everyone.](#)
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- [Express - node.js web application framework](#)
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- [The first commented line is your dabblet's title 🌸 dabblet.com](#)
- [Thimble por Mozilla - Un editor online de código para alumnos y educadores.](#)
- [CodePen - Front End Developer Playground & Code Editor in the Browser](#)
- [Create a new fiddle - JSFiddle](#)
- [HTML, CSS and JavaScript demo - Liveweave](#)
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- [typebase.css: The starting point for good typography on the web](#)
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- [Sassmagic - v1.0.0](#)
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- [Bitters - predefined style for Bourbon](#)
- [Bourbon Neat](#)

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- [Swig - A Node.js and Browser JavaScript Template Engine](#)
- [Jade - Template Engine](#)
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- [Microsoft/WindowsTemplateStudio](#): Windows Template Studio quickly builds a UWP app, using a wizard-based UI to turn your needs into a foundation of Windows 10 patterns and best practices.
- [Connect\(\); 2017: SmartHotel360 Demo Apps and Architecture | The Visual Studio Blog](#)
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- [Vue.js 2 Component Framework | Vuetify.js](#)
- [GitHub - vuejs/awesome-vue: A curated list of awesome things related to Vue.js](#)

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-  [DevDocs](#)
-  [dochub.io](#)
-  [Zeal - offline API documentation browser](#)
-  [Devhints — TL;DR for developer documentation](#)
-  [searchcode | source code search engine](#)
- [HubSearch](#) is a small web app that leverages Github's api to provide a better experience for search
- [gitignore.io](#) - Create Useful .gitignore Files For Your Project
- [A collection of useful .gitignore templates](#)
- [Libraries.io](#) - The Open Source Discovery Service
- [Boilrplate](#) - A curated directory of boilerplates to help you start your projects!
- [Can I use...](#) Support tables for HTML5, CSS3, etc
-  [Emmet — the essential toolkit for web-developers](#)
- [Cheat Sheet Emmet](#)
- [Color Hex Color Codes](#)
- [Control character — Unicode® character table](#)
- [CSV to JSON - CSVJSON](#)
- [Escritorio Remoto de Chrome](#)
- [Free Online Tools For Developers](#) - to Beautify, Validate, Minify, Analyse, Convert JSON, XML, JavaScript, CSS, HTML, Excel

- [HEAD](#) - A free guide to head elements
 - [Here are some sites I use to validate my websites - what tools do you use? : webdev](#)
 - [HEY META](#) - Website Meta Tag Check
 - [JSON Editor Online](#) - view, edit and format JSON online
 - [Online regex tester and debugger: JavaScript, Python, PHP, and PCRE](#)
 - ★ [Learn, Build and Test RegEx](#)
 - [Random User Generator](#) - A free, open-source API for generating random user data
 - [Responsinator](#) helps website makers quickly get an indication of how their responsive site.
 - [sonar](#), a linting tool for the web
 - [The Front-End Checklist](#) - 🐙 Your NEW Front-End Tool 🐙
 - [uinames.com](#) is a simple tool to generate fake names
 - [Web App Manifest Generator](#)
 - [Web Developer Checklist](#)
 - [Lorem Ipsum](#) - Placeholders - Colors - Mides
 - [Codepad](#) - Organize and Share Code Snippets
 - [HTML5, CSS3, JS Demos, Creations and Experiments | CSSDeck](#)
 - ★ [webhint](#) is a linting tool that will help you with your site's accessibility, speed, security and more
-

[Desarrollo]

[Desarrollo] - [Awesomeness]

- [400+ Free Resources for DevOps and Sysadmins](#) - DZone DevOps
- [Manually curated collection of resources for frontend web developers](#) - Github
- [Some useful websites for programmers.](#) - Github
- [The definitive list of lists \(of lists\) curated on GitHub](#)
- [This is a list of Free Software network services and web applications which can be hosted locally](#) - Github
- [An extensive list of interesting open source projects written in C, C++, Clojure, Lisp, Elixir, Erlang, Elm, Golang, Haskell, JavaScript, Lua, OCaml, Python, R, Ruby, Rust, Scala etc.](#)
- [The definitive list of resources & topics you need to know](#)
- [Mozilla Webdev](#) - Building a better Web
- ★ [Pretty Awesome Lists](#) crawls all these lists, collects interesting information about each link
- ★ [Curated list of awesome lists](#) - GitHub
- ★ [A curated list of awesome awesomeness](#) - Github

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- [Apache CouchDB](#)
- [Crate](#)
- [DBeaver | Free Universal SQL Client](#)
- [Redis](#)
- [RethinkDB: the open-source database for the realtime web](#)
- [SQL Fiddle](#)
- [Titan: Distributed Graph Database](#)
- [FoundationDB](#) - From Apple

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- [Buenas prácticas para el Diseño de una API RESTful Pragmática](#)
- [Define el diseño de tus APIs con Blueprint, RAML o Swagger](#)

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- [Quandl Documentation](#)
- [Open Exchange Rates](#)
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- [toddmotto/public-apis: A collective list of public JSON APIs for use in web development.](#)
- [AnyAPI - Discover and Try Public APIs](#)
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- [Google APIs Explorer](#)
- [Library :: Temboo](#)
- [Open Data Network](#)
- [The feedly Cloud API](#)
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- [Postman | Supercharge your API workflow](#)
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- [Insomnia REST Client](#)
- [Quandl4j by jimmoores](#)
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- [Unirest - Simplified, lightweight HTTP libraries in multiple languages](#)
- [API Blueprint - API Documentation with powerful tooling](#)
- [API Commons](#)
- [Platform for API Design, Development & Documentation | Apiary](#)
- [Developer Tools to Build and Manage Awesome APIs | Apigee](#)
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- [A simple, responsive, and tiny CSS grid for humans - Pills](#)
- [AlloyUI](#)
- [Almost Flat UI](#)
- [Base - A Super Simple HTML/CSS Responsive Framework](#)
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- [kernel.css](#)
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- [Kraken](#)
- [Kube CSS Framework](#)
- [Layers CSS](#)
- [Metro UI CSS](#) - The front-end framework for developing projects on the web in Windows Metro Style
- [Milligram](#) - A minimalist CSS framework.
- [Outline](#) - The clean & simple responsive CSS framework.
- [Paper Kit](#) by Creative Tim
- [PaperCSS](#) · the less formal CSS framework
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- [Propeller](#) - Front-end framework based on Material Design & Bootstrap
- [Pure](#)
- [Responsee](#) - lightweight responsive CSS framework
- [Semantic UI](#)
- [Shards Demo](#) - A Modern UI Toolkit for Web Makers
- [Shoelace.css](#): a back to the basics CSS starter kit
- [Sierra](#): The smallest and lightest SCSS library
- [siimple](#)
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- [Spectre.css](#) - The lightweight, responsive and modern CSS framework
- [Tailwind CSS](#) - A Utility-First CSS Framework for Rapid UI Development
- [Tent CSS](#)
- [The most advanced responsive front-end framework in the world.](#) | Foundation
- [Toolkit](#) - Project Titon
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[Desarrollo] - [Google]

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[Desarrollo] - [Hosting]

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- [Pagoda Box](#)

[Desarrollo] - [Legal]

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- [21 servicios online y otros recursos para asesorarte y recibir ayuda legal](#)
- [App Privacy Policy Generator](#)
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- [Billable: Billing Made Simple. Period.](#)

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- [Invoice Ninja - Free and Open-Source Online Invoicing](#)
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- [Microsoft Word - Acuerdo de confidencialidad. Ejemplos..doc](#)
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[Desarrollo] - [Microsoft]

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[Desarrollo] - [Testing]

- [QUnit](#)
- [Sinon.JS - Versatile standalone test spies, stubs and mocks for JavaScript](#)
- [Nightwatch.js](#)
- [BrowserSync: Time-saving synchronised browser testing.](#)
- [PhantomJS | PhantomJS](#)
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- [CSS Shake](#)
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- [CSS3 Keyframes Animation Generator](#)
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- [iHover is an impressive hover effects collection, powered by pure CSS3](#)
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- [Magic Animations CSS3](#)
- [WOW.js | Reveal CSS animation as you scroll down a page](#)
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- [Morphext - jQuery Text Rotator Powered by Animate.css](#)
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- [snabbt.js - Minimalistic animation library in javascript](#)
- [Styleie. A graphical CSS animation tool.](#)
- [Textillate.js](#)
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[Desarrollo] - [Bibliotecas] - [Buttons]

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[Desarrollo] - [Bibliotecas] - [Header]

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[Desarrollo] - [Bibliotecas] - [Images]

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[Desarrollo] - [Bibliotecas] - [Menu]

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- [Tether](#)

[Desarrollo] - [Bibliotecas] - [Presentations]

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- [impress/impress.js](#): It's a presentation framework based on the power of CSS3 transforms and transitions in modern browsers and inspired by the idea behind prezi.com.
- [kirkas/Ascensor.js](#) · GitHub
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- [Sharer.js](#) by ellisonleao
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[Desarrollo] - [Bibliotecas] - [Sprite]

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- [indus/VLEX · GitHub](#)
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- [vivus.js](#) - Vivus is a lightweight JavaScript class (with no dependencies) that allows you to animate SVGs
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- ★ [Image Vectorizer](#) - Convert raster images like PNGs, BMPs and JPEGs to scalable vector graphics (SVG)

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- [funnyText.js](#)
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[Desarrollo] - [Bibliotecas] - [Timeline]

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- [Timeline JS](#) - Beautifully crafted timelines that are easy, and intuitive to use.

[Desarrollo] - [Bibliotecas] - [UI]

- [Marko](#)
- [jKit](#) - jQuery based UI Toolkit - Index

[Desarrollo] - [Bibliotecas] - [Video]

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- [Cinematico](#) | Create an exceptional website for your YouTube or Vimeo library.
- [clappr/clappr](#) · GitHub
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- [Make an HTML5 video a background](#)
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- [Videogular](#) | A video player for AngularJS

[Desarrollo] - [Misc]

[Desarrollo] - [Misc] - [Analytics]

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[Desarrollo] - [Misc] - [Blogging]

[Desarrollo] - [Misc] - [Blogging] - [CMS]

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- [FlatPress](#) » What is FlatPress?
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- [Habari Project](#)
- [Home](#)
- [Home](#) - Fork CMS
- [Home : FUEL CMS](#) - A CodeIgniter Content Management System
- [Home | CouchCMS](#) - A simple and Open-Source CMS for web designers
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- [Make blogging beautiful](#) — Anchor CMS
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- [nanoc](#): a static site generator written in Ruby » [home](#)
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- [Pancake](#)
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- [Open Source Projects MaxCDN Sponsors.](#)
- [A List of Free Public CDNs for Web Developers](#)
- [cdnjs.com](#) - the missing cdn for javascript and css
- [unpkg](#) is a fast, global content delivery network for everything on npm

[Desarrollo] - [Misc] - [Experiments]

- [codedoodl.es \ creative code sketches](#)

[Desarrollo] - [Misc] - [Gradle]

- [Gradle Tutorial : Part 1 : Installation + Setup | iRomin](#)
- [Gradle Tutorial : Part 2 : Java Projects | iRomin](#)
- [Gradle Tutorial : Part 3 : Multiple Java Projects | iRomin](#)

- [Gradle Tutorial : Part 4 : Java Web Applications | iRomin](#)
- [Gradle Tutorial : Part 5 : Gradle App Engine Plugin | iRomin](#)
- [Gradle Tutorial : Part 6 : Android Studio + Gradle | iRomin](#)
- [Gradle Tutorial : Part 7 : Android Studio + App Engine + Gradle | iRomin](#)
- [Gradle Tutorial : Part 8 : Gradle + App Engine + Endpoints + Android Studio | iRomin](#)
- [Gradle Tutorial : Part 9 : Cloud Endpoints + Persistence + Android Studio | iRomin](#)
- [Gradle Tutorial : Part 10 : Consuming Endpoints in Android Code | iRomin](#)
- ["Build Automation Tools" o como se diga en Cristiano | Cocoa Mental](#)
- [Exprimiendo las 'builds' con Gradle | Androcode](#)

[Desarrollo] - [Misc] - [HTTP]

- [Fenix Web Server | Static Web Servers for the Desktop](#)
- [httpie - Modern command line HTTP client](#)
- [h2non/toxy](#)

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- [TurnKey GNU/Linux: 100+ free ready-to-use system images for virtual machines, the cloud, and bare metal.](#)
- [Images | VirtualBoxes - Free VirtualBox® Images](#)
- [Bitnami - Packaged Applications for Any Platform](#)

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- [BOWER: A package manager for the web](#)
- [Brunch | ultra-fast HTML5 build tool](#)
- [Couscous! Put your documentation in a website!](#)
- [Duo](#)
- [Five Grunt Tasks You Won't Want to Miss!](#)
- [Getting started with gulp — Mark Goodyear — Front-end developer and designer](#)
- [Grunt for People Who Think Things Like Grunt are Weird and Hard ♦ 24 ways](#)
- [Gulp.js en español - tutorial básico y primeros pasos](#)
- [How to follow the Google webmaster guidelines](#)
- [Inferno is an insanely fast, React-like library for building high-performance user interfaces on both the client and server](#)
- [Lighthouse | Web | Google Developers](#)
- [muicss/loadjs: A tiny async loader / dependency manager for modern browsers \(711 bytes\)](#)
- [nickjanssen/angus · GitHub](#)
- [Nightmare - A high-level browser automation library](#)
- [Perf Tooling Today](#)
- [siddharthkp/cost-of-modules: Find out which of your dependencies are slowing you down 🐼](#)
- [webpack module bundler](#)
- [Yarn](#)
- [Brunch - Build tool](#)
- [Parcel - Empaquetador de aplicaciones web ultra-rápido, sin configuración](#)

- [Puppeteer](#) is a Node library which provides a high-level API to control Chrome or Chromium over the DevTools Protocol.
- [Taiko](#) - A node.js library to automate chrome/chromium browser

[Desarrollo] - [Misc] - [Markdown]

-  [Boostnote](#) - The note-taking app for programmers that focuses on markdown, snippets, and customizability.
- [Pandoc](#) - If you need to convert files from one markup format into another, pandoc is your swiss-army knife.
- [QOwnNotes](#) - Plain-text file notepad with markdown support and ownCloud integration
- [5 potentes editores de Markdown para GNU/Linux](#)
- [Strapdown.js](#) makes it embarrassingly simple to create elegant Markdown documents.

[Games]

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- [HTML5 Game Devs](#)
- [Gamasutra](#) - The Art & Business of Making Games
- [Game Dev Underground](#) - Level Up your Games
- [GameDev.net](#)
- [Slide DB](#)
- [ZEHNGAMES](#)
- [Cartridge](#) - The community for people making video games
- [TIGSource](#)
- [IndieDB](#)
- [Ludum Dare](#)

[Games] - [Inspiration]

- [Three Hundred Mechanics](#)
- [2048](#)
- [Kolor](#)

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[Games] - [Promoción] - [Ferias]

- [Fun&Serious](#)

[Games] - [Promoción] - [Publishers]

- [DevolverDigital](#)
- [PlayDigious](#)
- [Snow Cannon Games](#)
- [Game Publishers \(Twitter List\)](#)
- [Movyl](#)

- [Phoenix Online Publishing](#)
- [Zerouno Games](#)
- [Team17](#)
- [Rovio](#)

[Games] - [Promoción] - [Publishing]

- [Nintendo](#)
- [Facebook](#)
- [Xbox Live Creators Program](#)

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- [Tappx](#)
- [Cómo presentar vuestro juego a un publisher](#)

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- [Cultura Digital](#)
- [GAME BCN](#)
- [Videogames Industry Official Listing](#)
- [Asociación Española de Videojuegos](#)
- [Asociación Española de Empresas Productoras y Desarrolladoras de Videojuegos y Software de Entretenimiento](#)

[Games] - [Learn]

- [★ Pixel Prospector](#)
- [How to write a Game Desing Document](#)
- [How To Create A Press Kit For Games And Apps \(Plus Press Kit Examples\)](#)
- [No tengo tiempo libre, estoy haciendo videojuegos»: la solitaria travesía del desarrollador indie](#)
- [Progressive Web Games](#)
- [PacktHub - Game Development](#)
- [So, You Wanna Be a Game Designer?](#)
- [Cosas interactivas y cómo empezar a hacerlas](#)

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- [Curso de Experto en Desarrollo de Videojuegos](#)
- [IHMAN 3D School](#)

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- [Videojuegos Multiplataforma con OpenFL](#)
- [GPU Gems \(Nvidia\)](#)
- [Computer Graphics from Scratch](#)
- [Physically Based Rendering:From Theory To Implementation](#)


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- [Three Hundred Mechanics](#)
- [Game Mechanic Explorer](#)


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- [Game design patterns for building friendships](#)
- [The Four Elements of Game Design: Part 1](#)
- [The Four Elements of Game Design: Part 2](#)
- [Game Programming Patterns](#)
- [Amit's Game Programming Information](#)
- [Red Blob Games - What if you could learn math and computer science topics the same way you learn while playing a game?](#)
- [Creating texture maps for realistic results in a Physically Based Rendering Engine \(PBR\)](#)
- [Pixel Art Tutorials - Palette List - Pixel Art Tools](#)

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-  [Immersive linear algebra](#)
- [Essence of linear algebra - Youtube](#)
- [Sin & Cos](#)
- [Understanding Steering Behaviors](#)
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-  [Games on GitHub](#)
- [Stellar \(GMS\)](#)
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- [Yet Another Pixel Dungeon](#)
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- [Open Source Old Game Clones](#)

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- [What are the best 2D game engines?](#)
- [Spring is a versatile 3D RTS game engine](#)
- [Amazon Lumberyard](#)
- [Bladecoder Adventure Engine](#)
- [Cocos2d-x](#)
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- [Löve](#)
 - [windfield](#) is a physics module for LÖVE
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- [Tilengine](#)
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- [Atomic Game Engine](#)
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- [Defold](#)
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- [Construct3](#)
- [Ren'Py](#)
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- [LibGDX](#)
 - [Free LibGDX Scene2D GUI skins](#)
 - [BDX](#)
 - [How to code Super Mario Bros](#)
 - [LibGDX Video Tutorial Series](#)

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- [Ink](#) - The powerful scripting language
- [Twine](#) is an open-source tool for telling interactive, nonlinear stories
- [Squiffy](#) - A simple way to write interactive fiction
- [Inform](#) is a design system for interactive fiction












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- [Which HTML5 Game Engine is right for you?](#)
- [Phaser](#)
- [Stage.js](#) - 2D JavaScript library for cross-platform HTML5 game development
- [Turbulenz](#)
- [MelonJS](#)
- [LimeJS](#)
- [KiwiJS](#)
- [Superpowers](#)
- [WebGLStudio.js](#)
- [SceneGraph.js](#)
- [iio.js](#)
- [Quintus](#)
- [PlayCanvas](#)
- [Blacksmith 2D](#) - the world's most supported system ever built - seamlessly runs on all browsers and platforms.

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- [PixiJs](#)
- [BabylonJS](#)
- [three.js](#) - Javascript 3D library
- [Physijs](#) - a physics plugin for threejs
- [Konva](#) - JavaScript 2d canvas library
- [p2.js](#) - 2D rigid body physics engine
- [Planck.js](#) - 2D JavaScript physics engine
- [Matter.js](#) - a 2D rigid body JavaScript physics engine
- [Physics.js](#) - A modular, extendable and easy-to-use physics engine for javascript
- [CreateJS](#) - A suite of modular libraries and tools

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- [GameMaker](#)
- [GameMaker: Studio | Documentation](#)
- [Help YoYoGames](#)
- [GM Core | Foundational utilities for every GameMaker: Studio project](#)
- [GMtoolbox](#) - everything you need for Game Maker
- [GMLscripts](#)
- [Optimization tips for your games](#)
- [Beginner Resources](#)
- [GameMaker Resources](#)
- [The Essential Gamemaker Functions, Concepts and Utils](#)
- [GameMaker Handbook](#)
 -  [Game Maker Language: 120 funciones y variables importantes \(1/3\) - Youtube](#)
 -  [Game Maker Language: 120 funciones y variables importantes \(2/3\) - Youtube](#)
 -  [Game Maker Language: 120 funciones y variables importantes \(3/3\) - Youtube](#)
 -  [How to make the Legend of Zelda in Game Maker - YouTube](#)
 -  [HeartBeast - Youtube](#)
 -  [Your first GameMaker Game - Youtube](#)
 -  [Make a Game With No Experience - Youtube](#)
 -  [Make a RPG - Youtube](#)
 -  [Top Down Zombie Shooter](#)
 -   [Let's Learn GameMaker Studio 1.4](#)

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- [Godot Docs](#)
- [A curated list of free/libre plugins, scripts and add-ons for Godot](#)
- [Godot Engine - ZEEF](#)
- [KidsCanCode](#)
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-  [Godot 101: Learning the Godot Game Engine](#)






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- [Getting Started With Unreal Engine 4](#)
- [Get Set Games](#)
- [Tom Looman](#)
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- [Free Community Assets](#)
- [Large useful blueprint function library \(Morepork Games\)](#)
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-  [Kodi Mynatt](#)
-  [Mathew Wadstein](#)
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-  [Virtus Learning Hub / Creative Tutorials](#)
-  [WazzaTuts](#)
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 - [Intro to 2D World building w/ Tilemap](#)
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- [Unity C# Cheat Sheet](#)
- [Complete multi-touch solution for Unity](#)
- [UnityList - Unity3D Assets Search Engine](#)
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- [Unity - Ray Wenderlich](#)
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- [Re-implementation of presskit\(\) \(original from Vlamberr\) as a static site generator](#)
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- [Engines, tools and apps for ludum dare](#)














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- [★ A list of Game Development resources to make magic happen.](#)
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- [★ Game Assets](#)
- [RenderDoc - graphics debugger](#)
- [A list of Game Development resources to make magic happen - Github](#)

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- [🔧 Autodesk FBX Converter](#)
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- [🔧 The Open-Asset-Importer-Lib](#)
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-  [Piskel is a free online editor for pixel art](#)
-  [Pixel Art to CSS](#)
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- [Free dungeon 2D isometric tileset \(Creative Commons\)](#)
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- [Library: Pixar One Thirty - RenderMan Community](#)
- [Texture Ninja](#)
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- [Tileable.co - High resolution, seamless, tileable textures](#)
- [TextureHaven - 100% Free Textures, for Everyone](#)
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- [The Big RenderMan 20 Library - RenderMan Community](#)
- [CC0 Textures - 190+ Free PBR Materials](#)
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-  Nobiax Textures - Youtube
- Material charts
- CRAFTING PHYSICALLY-BASED MATERIALS - Filament

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-  ShaderToy
-  Shader Playground
-  The Book of Shaders










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- HumbleBundle
- GOG
- GameJolt
- Itch.io
- Kongregate
- Newgrounds

[Games] - [Recursos] - [Game Services]

- GameAnalytics
- The Open Source Gaming Backend
- AWS para juegos - Amazon
- Google Play Games Services - Google
- PlayFab
- Nakama is an open-source realtime server for apps and games

[Games] - [Recursos] - [Audio]

-  Audiosauna
-  Bfxr
-  ChipTone
-  Audacity
-  BeepBox is an online tool for sketching and sharing chiptune melodies
-  Sfxr is a handy sound effects randomizer
-  LMMS
-  SFMaker
-  Mixxx - Free MP3 DJ Mixing Software
- FFmpeg
- Fmod
- ccMixer
- 100-Free-Common-Phrases-for-Video-Games
- dig.ccMixer
- AudioMicro Audio Library

- [Find Sounds](#)
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- [Engigogo](#) is a community-curated directory of resources and tools
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-  [TinyPNG](#) - Smart PNG and JPEG compression
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-  [GraphicsMagick](#) Image Processing System
-  [b64.io](#) - image optimisation & base64 encode
-  [SVGO](#) - Commandline SVG Optimization
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-  [Unplash](#)
- [Wallhalla](#) - A Wallpaper search engine
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-  [Color Hex - ColorHexa.com](#)
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-  [Colormind - the smart color palette generator](#)
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-  [Paletton - The Color Scheme Designer](#)
-  [Rueda cromática | Esquemas de color - Adobe Color CC](#)
-  [ColorBox by Lyft Design can help you create cool color sets that you can use and share.](#)
- [Background Gradient Colors | Eggradients.com](#)
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- [uiGradients - Beautiful coloured gradients](#)
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-  [Trendy Palettes - Curated collection of beautiful hand-made color palettes](#)

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- <https://a.ndronic.us/guides/metasploit/html/index.html>

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