Jingtao Liu

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🔗 http://technommy.github.io/
🔗 http://technom.me/visual-works.html

SUMMARY

Boy, agnostic, gap year. Short self-introduction – every single unique experience gives me a great story to tell, and a special feeling to retrospect.

SKILLS

- Programming
- SQL
- Python
- Technical Translation
- Photoshop
- CSS
- Web Standards
- User Interface Design
- Ukulele
- Web Applications
- JavaScript
- HTML
- Translational Research
- Git
- PHP
- Aegisub
- CentOS
- Android SDK
- Web Crawling

EXPERIENCE

Adolescent Developer Community   04 / 2012 - Present
Founder

Current leader of this community (2012-Present). Known as the First (http://2012.adc-cn.org/) & Second (http://2013.adc-cn.org/) Annual Conference (Meeting).

Opera Software   08 / 2013 - 03 / 2014
Developer Intern

Working at Game Engine & SDK department.
Projects I've been involved with: · Sphinx HTML5 Game Engine
http://sphinx.oupeng.com/en/ · Oupeng Mobile X (Lab Version) http://x.oupeng.com/

Scientific American China   08 / 2012 - 08 / 2013
Translator Intern

Translator at Huanqiukexue (known as "   "), mainly working on the ICT news.

INTERESTS

street photography, sketching, ukulele, piano, typography, arm cortex a8, computer vision

LANGUAGES

- Chinese (Native or bilingual proficiency)
- Cantonese (Limited working proficiency)
- English (Professional working proficiency)
- Japanese (Elementary proficiency)

PUBLICATIONS

(Digital Danger)   01 / 2013
(Copyright Scientific American in China) · Authors: Charles Q. Choi, Jingtao Liu ·
http://technommy.github.io/assets/article-digital-danger-jingtaoliu-201301.pdf

Now available on Duokan: http://tiny.cc/sachina-tommy-pub