Maybe you need my English resume

C++

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- : tinyslik.github.io
- : tinyslik.coding.me
- Github: TinySlik

appStroegooglePlay

androidjavaios/macOC,win32,linux C++csshtml5js openGL web/ES/2.x+3d co-cos2d-x,win32,QTC++

cocos2d-x MoChang

2014.1 - 2015.6

1.cocos2d-xC++. 2.C++linuxc++ 3. 4. ios sdk 5. 6.

C/C++ /

2015.6 - 2016.2

1.js,Lua,C++ 2.shader 3.,sdk 4.3DLuaJavaScript

2016.3 - 2016.10

1.3.xcocos2d-x 2.gitlua,quick-cocos 3.u3d. 4.

openGL

2016.11 - 2017.8

1.openNI 2.openCV 3.openGL 4.

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- C+++++
- C++
- Lua+++
- java+
- objective-C+
- C#++
- shader++
- javaScript+++
- HTML+++
- CSS++
- python++
- Ruby (Rake)++
- UML++

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- Markdown++
- XML++
- Jason++
- ini++
- wix toolset+

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- OpenGL web,ES,glut,glew,glsl...++
- OpenCV+

- QT++
- Boost (shared_ptr,λ,tuple,thread...)++
- Cocos2d-x+++
- hexo++
- OpenAI+

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- IDE:Apple Xcode++/VisualStudio++/AndroidStudio+

- MAKE: make / Cmake / Rake / XMake +

- Git++

- Subversion+

- SourceTree(win)/Tower(mac)++

- grub/grub2++

- Mac OS X++/Ubuntu Linux++

- Sublime Text++

- Vim++

- bash++ / zsh++

- WebStorm+

- Pandoc+

- Doxygen+

- Latex+

- Nginx+

- MySQL+

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