

Tiny Oh

Graphics Developer

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Summary

I am an young graphics developer who has 4 years program experience. successful \$1MM+ projects. I am passionate about building high quality apps I am able to execute end-to-end on a product or project.

Specialties

Authoring great user experiences with openGL(include ES and web), HTML5+CSS, C/C++ ,Lua; use cocos2d-x,uinity3d for a lone time .

Experience

C/C++ Developer at MoChang inc

January 2014 - July 2015

In the company mainly engaged in cocos2d-x game production and maintenance work, the use of C + + reconstruction code, configure more functional modules, learning a lot of C + + basic syntax and table driver, plug-in architecture and other commonly used language design patterns. As a result of my work in biotechnology, this is a challenge. In this company I worked for a year, shelved some of the more simple children's games, a large number of functional modules reuse and maintenance.

These are languages, tools, and practices to which I have had exposure over the past 4 years or so. Those things which enjoy routine usage in my daily work are denoted with a [†] symbol.

Programming Languages

- C/C++[†]
- Lua[†]
- javaScript[†]
- java
- object-C
- jason[†]
- xml[†]
- C#
- shader[†]

Markup/Templating Languages & Preprocessors

- CSS[†]
- HTML[†]
- Markdown[†]
- XML
- jason
- http
-

Frameworks & APIs

- OpenGL web,ES,glut,glew...[†]
- Boost
- Cocos2d-x[†]
- Unity3d
- hexo[†]

Software & Tools

- Apple Xcode
- Git[†]

- JIRA[†]
- Mac OS X[†]
- MySQL
- Nginx
- Pandoc
- Sublime Text
- Subversion
- Ubuntu Linux
- Vim[†]
- WebStorm
- zsh[†]
- source tree
- VisualStudio[†]
- AndroidStudio
- grub/grub2
- doxygen
- latex

Education

[YangZhou University], 2008 - 2012

Interests

- Being a dad and spending time with my family
- Playing board and card games (and video games, too)
- Making and listening to music
- Watching and contributing to Open Source Software

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doc

pdf

epub

Thank you for your watching.

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