

# Tiny Oh

Maybe you need my Chinese resume 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,unity3d 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 <sup>†</sup> symbol.

## Programming Languages

- C/C++<sup>†</sup>
- Lua<sup>†</sup>
- javaScript<sup>†</sup>
- java
- object-C
- jason<sup>†</sup>
- xml<sup>†</sup>
- C#
- shader<sup>†</sup>

## Markup/Templating Languages & Preprocessors

- CSS<sup>†</sup>
- HTML<sup>†</sup>
- Markdown<sup>†</sup>
- XML
- jason
- http
- 

## Frameworks & APIs

- OpenGL web,ES,glut,glew...<sup>†</sup>
- Boost
- Cocos2d-x<sup>†</sup>
- Unity3d
- hexo<sup>†</sup>

## Software & Tools

- Apple Xcode
- Git<sup>†</sup>

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

## Education

[YangZhou University], 2008 - 2012

## Interests

- 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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