Maybe you need my English resume

C++

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

5 ios/androidappStroegooglePlay

androidjavaios/macOC,win32,linux C++csshtml5js cocos2d-x, win32,QTC++ opencvlinux armneonsseGLshadercuda slamdlibkcfcnngl tofsdk httptcpginix

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.

2017.8 - 2018.5
1. 2.openCV 3.neon 4.

2018.6 - now

1. sdkROSC++ 2./3. 3.vins-monovins-fusionorb-slamviorb

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- C+++++
- C++
- Lua+++
- MAKE: make / Cmake / Rake / XMake /qMake +
- java+
- objective-C+
- C#++
- shader++
- javaScript+++
- HTML+++
- CSS++
- python++
- Ruby (Rake)+
- UML++

$+_5$ ++ +++

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

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+ ++ +++ - ROS++ - OpenGL web,ES,glfw/glut,glew,glsl...++ - OpenCV()++ - QT++ - Boost (shared_ptr,λ,tuple,thread...)++ - Cocos2d-x+++ - hexo++ - nuklear+ - PCL+ - OpenAI+ - jequery+ - OpenNI2++ - libfreenect2++ - [CNN]+ - TensorFlow+

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+ ++ +++

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

- 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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