

# Tiny Wu

## 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**

*November 2014 - Present*

not good at English.

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
- json<sup>†</sup>
- xml<sup>†</sup>
- C#
- shader<sup>†</sup>

## Markup/Templating Languages & Preprocessors

- CSS<sup>†</sup>
- HTML<sup>†</sup>
- Markdown<sup>†</sup>

## Frameworks & APIs

- OpenGL<sup>†</sup>
- Boost
- Cocos2d-x<sup>†</sup>
- Unity3d
- hexo<sup>†</sup>
- latex

## 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

## 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

## Download

You may need my resume in

doc

pdf

epub

Thank you for your watching.

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