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# 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 “” symbol.

## Programming Languages

- C/C++
- Lua
- JavaScript
- java
- object-C
- ### Markup/Templating Languages
- Preprocessors
- CoffeeScript
- CSS
- Dust.js
- ERB/eRuby
- Haml
- Handlebars.js
- HTML
- Jade
- JSP
- JSTL
- LESS
- Liquid
- Markdown
- Mustache
- Sass
- Smarty
- Swig
- Stylus

## Frameworks APIs

- Backbone.js
- Bower
- Browserify
- Compass
- Django
- Express
- Jasmine
- jQuery
- krakenjs
- Lodash
- Meteor
- Middleman
- Node.js
- Prototype.js
- React
- Require.js
- Ruby on Rails
- Sinatra
- Twitter API
- Underscore.js
- Wordpress
- YUI

## Software Tools

- Adobe Creative Suite
- Amazon Web Services
- Apache
- Apple XCode
- Demandware
- Git
- Grunt
- Gulp
- JBoss
- JIRA
- Mac OS X
- Magento
- MongoDB
- MySQL

- Nginx
- Oracle ATG
- Pandoc
- PostgreSQL
- rvm
- Sublime Text
- Subversion
- tmux
- Tomcat
- Ubuntu Linux
- Vagrant
- Vim
- VirtualBox
- WebStorm
- Yeoman
- zsh

## Education

Saint Joseph's University, Erivan K. Haub School of Business  
BS, Information Systems, 1996 - 2000

## Honors and Awards

*Unsung Hero*, Empathy Lab, May 2011

A peer-awarded honor which I'll always be terribly proud to have won.

## 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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