

Maybe you need my English resume

C++

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- : tinyslik.coding.me
- Github: TinySlik

5 ios/androidappStroegooglePlay

androidjava ios/macOC,win32,linux C++csshtml5js cocos2d-x, win32,QT C++ opencvlinux
armneonsseGLshadercuda slamdlibkefcnn gl tofsdk http tcpginix

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-mono vins-fusion orb-slam viorb

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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++
- VSCode+++
- Vim++
- bash++ / zsh+++
- WebStorm+
- Pandoc++
- Doxygen+
- Latex+
- Nginx++
- MySQL+

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