Maybe you need my English resume

C++

: 86-15861657693: tinysilk@hotmail.com: tinyslik.github.io

tinyslik.gtmto.iotinyslik.coding.meGithub: TinySlik

7 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.

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#++
- \bullet shader++
- javaScript+++
- \bullet HTML+++
- CSS++
- python++
- Ruby (Rake)+
- \bullet UML++

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

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- ROS++
- $\bullet \quad {\rm OpenGL\ web, ES, glfw/glut, glew, glsl...} ++$
- OpenCV()++
- QT++
- $\bullet \quad {\rm Boost} \ ({\rm shared_ptr},\! \lambda,\! {\rm tuple},\! {\rm thread}...) ++$
- Cocos2d-x+++
- hexo++
- nuklear+
- PCL+
- OpenAI+
- jequery+
- OpenNI₂++
- \bullet 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++
- \bullet MySQL+

, 2008 - 2012

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