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appStroegoogPlay

androidjavaiosOCC++csshtml5js
openGLshader cocos2d-x,unity3d

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.

2016.3 - 2016.10 1.3.xcocos2d-x 2.gitlua

- C/C++[†]
- Lua[†]
- javaScript[†]
- java
- object-C
- jason[†]
- xml[†]
- C#
- shader[†]

- CSS[†]
- HTML[†]
- Markdown[†]
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- OpenGL[†]
- Boost
- Cocos2d-x[†]
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- Apple XCode
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- JIRA[†]
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- MySQL
- Nginx
- Pandoc
- Sublime Text
- Subversion

- Ubuntu Linux
- Vim[†]
- WebStorm
- zsh[†]
- source tree
- VisualStudio[†]
- AndroidStudio
- grub
- doxygen
- latex

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