# Tiny Oh

Maybe you need my [Chinese resume](http://tinyslik.coding.me/resume)

## Graphics Developer

* Phone: [86-15861657693](tel://86-15861657693)
* Email: [tinysilk@hotmail.com](mailto:tinysilk@hotmail.com)
* Blog out of China: [tinyslik.github.io](http://tinyslik.github.io)
* Blog in China: [tinyslik.coding.me](http://tinyslik.coding.me)
* Github: [TinySlik](http://github.com/TinySlik)

## 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,uinity3d for a lone time .

## Experience

### **C/C++ Developer** at [MoChang inc](https://www.mochang.net/)

*January 2014 - July 2015*

In the company mainly engaged in cocos2d-x game production and maintenance work, the use of C + + reconstruction code, configure more functional modules, learning a lot of C + + basic syntax and table driver, plug-in architecture and other commonly used language design patterns. As a result of my work in biotechnology, this is a challenge. In this company I worked for a year, shelved some of the more simple children’s games, a large number of functional modules reuse and maintenance.

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
* jason†
* xml†
* C#
* shader†

### Markup/Templating Languages & Preprocessors

* [CSS](http://www.w3.org/Style/CSS/Overview.en.html)†
* [HTML](http://developers.whatwg.org)†
* [Markdown](http://daringfireball.net/projects/markdown)†
* XML
* jason
* http

### Frameworks & APIs

* OpenGL （web,ES,glut,glew…）†
* Boost
* Cocos2d-x†
* Uinity3d
* hexo†

### Software & Tools

* [Apple Xcode](http://developer.apple.com)
* [Git](http://git-scm.com)†
* [JIRA](http://atlassian.com/software/jira)†
* [Mac OS X](http://apple.com/macosx)†
* [MySQL](http://mysql.com)
* [Nginx](http://wiki.nginx.org)
* [Pandoc](http://johnmacfarlane.net/pandoc)
* [Sublime Text](http://www.sublimetext.com)
* [Subversion](http://svn.apache.org)
* [Ubuntu Linux](http://ubuntu.com)
* [Vim](http://www.vim.org)†
* [WebStorm](http://jetbrains.com/webstorm)
* [zsh](http://www.zsh.org)†
* source tree
* VisualStudio†
* AndroidStudio
* grub/grub2
* doxygen
* latex

## Education

[YangZhou University], 2008 - 2012

## Interests

* Playing [board and card games](http://boardgamegeek.com/user/smtudor) (and video games, too)
* Making and listening to [music](http://www.rdio.com/people/smtudor)
* Watching and contributing to Open Source Software

## Download

You may need my resume in

[doc](https://github.com/TinySlik/resume/raw/master/resume.docx)

[pdf](https://github.com/TinySlik/resume/raw/master/resume.pdf)

[epub](https://github.com/TinySlik/resume/raw/master/resume.epub)

Thank you for your watching.

©2016 [Tiny Wu](http://tinyslik.github.io/resume). All rights reserved. Direct contact only desired (no recruiters please).