# 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,uinity3d for a lone time .

## Experience

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

*January 2014 - July 2015* 在公司主要从事cocos2d-x游戏的制作和维护工作，使用C++重构代码，配置更多的功能模块，学习到了很多C++基本的语法及表驱动，插件架构等常用的语言设计模式。作为从事生物科技工作的我来说，这是一次挑战。在这个公司我工作了一年，上架了一些比较简单的儿童游戏，有大量的功能模块重用和维护。 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)†

### Frameworks & APIs

* OpenGL†
* Boost
* Cocos2d-x†
* Uinity3d
* hexo†
* latex

### 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

## Education

[YangZhou University], 2008 - 2012

## Interests

* Being a dad and spending time with my family
* 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.

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