Phil Chu

Technicat LLC

Las Vegas, Nevada, US

English, Cantonese, Korean

BACKGROUND

ABOUT

Developing software since the 80s

WORK EXPERIENCE

working for myself, Technicat LLC

Jan, 2000 - Present

Providing consulting and contract software development, self-publishing apps and games.

working for the man, various

Jun, 1988 - Jun, 2001   13 years

Journeyed through the semiconductor, defense, space, computer graphics, mobile Internet, and video game industries.

PROJECTS EXPERIENCE

Talk Dim Sum, Technicat

Jan, 2014 - Present

Your dim sum companion. Read about dim sum and learn how to pronounce the dishes. Available on Itch.io and the App Store.

HyperBowl, Technicat

Dec, 2008 - Dec, 2019   ☐ 11 years

Be the ball! A Unity reimplementation of the classic bowling game, licensed from Hyper Entertainment. Available on Itch.io, Steam, and the App Store.

- One of MacLife's Greatest iPhone Apps of 2009

Cinefex iPad Edition, Cinefex

Apr, 2016 - Present

An iPad reader for the Cinefex visual effects magazine, with extras such as videos and image galleries. Kept it up and running over the march of iOS evolution, fixing, updating, and optimizing in-app purchases, user interface, video...

Learn Unity 4 for iOS Game Development, Apress

Apr, 2012 - Apr, 2013   ☐ 1 year

An introduction to game development for iOS using the Unity game engine and an example bowling game (super simple version of HyperBowl).

Emo-Ray vs. the Intergalactic Teddy Bears, Heavy Water

Sep, 2011 - Dec, 2011   ☐ 3 months

A Playstation Home driving/shooting game with alien invader teddy bears.

- Programmer credit displayed in-world.

RC Rally, Heavy Water

Sep, 2011 - Dec, 2011   ☐ 3 months

A Playstation Home multiplayer racing game.

Blue Mars, Avatar Reality

Sep, 2007 - Jan, 2011   ☐ 3 years 4 months

A 3D virtual world implemented in CryEngine. Supported third-party developers, documented the Lua API and framework for creating minigames on the community wiki (a CryEngine wiki even copied part of it!), tweaked physics, updated Scaleform integration, modified CryEngine to work with Scaleform IME (for localization).

Nendo, Izware

May, 2007 - 2007-06-31

A nifty 3D modeler originally developed at Nichimen Graphics. Updated to work on Windows XP.

Darkwatch, High Moon Studios

Sep, 2006 - 2007-04-31

A vampire western for Playstation 2 and Xbox. Worked on various HUD elements, PAL support, demo builds, implemented multiplayer split-screen, added designer-friendly Lua interfaces for audio, health bars, etc.

- Received programmer credit (but oddly required to list city of birth).

Fugu Games, Technicat

Jun, 2007 - Present

Small games released as webplayers, Mac widgets, and mobile apps.

Tech Deck: Bare Knuckle Grind, Visionscape Interactive

Dec, 2003 - May, 2004   ☐ 6 months

A skateboarding game bundled with Tech Deck figures. Implemented installers, dynamic shadows, video, a build system.

HyperBowl, Hyper Entertainment

Jan, 2001 - 2001-06-31

A 3D bowling game, rolling in fanciful locations. Took over for the original lead programmer, updated attraction version of HyperBowl for localization, new lanes, optimization, new graphics cards, arcade and PC support.

Neomar, Neomar

Dec, 1999 - Jul, 2001   ☐ 1 year 8 months

One of the first mobile web browsers, conforming to the WAP standards. Implemented an HTTP proxy for the Neomar WAP gateway, supporting the Neomar mobile web browser on Blackberry pagers and Palm devices.

- Launched on Motient's Blackberry service.

Leverage for Scheduling, Interval Logic

Dec, 1998 - Dec, 1999   ☐ 1 year 1 month

Supply chain scheduling software for semiconductor fabs. Managed the group reponsible for installation, XML interoperability, and user interfaces.

Leverage for Planning, Interval Logic

Nov, 1998 - 1998-11-31

Supply chain planning software for semiconductor fabs. Upgraded from Tcl to TclPro.

Mirai, Nichimen Graphics

Sep, 1997 - Sep, 1997   ☐ 1 month

Successor to N-World. Fixed some code and visited 3D hardware vendors in Silicon Valley to get test cards and chat about OpenGL.

- Used to make Gollum in the Lord of the Rings movies.

N-World, Nichimen Graphics

Dec, 1995 - Jun, 1997   ☐ 1 year 7 months

A 3D modeling and animation package. Ported from IrisGL to OpenGL on SGI workstations, then from Irix to Windows NT, all in Franz Allegro Common Lisp (and a bit of C). Manager of core software group (all the libraries - graphics, audio, UI, security...)

- Used in the making of Mario 3D.

ORBIS, JHU Applied Physics Lab

Dec, 1992 - Dec, 1993   ☐ 1 year 1 month

An expert system for submarine simulation. Added multiplayer network capability to support participation wide area networked exercises.

- Donned a submarine uniform and took part in two exercises.

Proposal Entry Processor, Space Telescope Science Institute

Nov, 1990 - May, 1992 ☐ 1 year 7 months

A syntax-directed Emacs mode used by astronomers and Institute staff to prepare and edit Space Telescope observation proposals.

- A member of the proposal preparation staff asked for my project to be continued after I left (but no takers).

Database Accelerator, MIT

Oct, 1989 - Oct, 1990 ☐ 1 year 1 month

A computer architecture based on content-addressable memories. Implemented compilers and simulators and simulations for the Database Accelerator and Content-Addressable Parallel Processor.

DROID, Texas Instruments

May, 1988 - Sep, 1989 ☐ 1 year 4 months

A VLSI layout synthesis tool, used in-house to design new products, running on TI Explorer Lisp Machines. Added optimizations and other improvements, skipped most of the meetings (also an optimization).

Multilisp, MIT

Sep, 1987 - May, 1988 ☐ 9 months

Bachelors thesis project implementing an Othello game in Multilisp (Multello) to run on the Concert 32-processor computer, trying various parallelism strategies to compare processor utilization and final performance.

- Wrote the thesis in LaTeX on a Symbolics Lisp Machine.

START, MIT

Jun, 1987 - Aug, 1987 ☐ 2 months

Part time student work on a graph display for the the START natural language parser, then running on Symoblics Lisp machines.

SKILLS

App Development

Flutter J2ME SwiftUI Xamarin

Game Development

CryEngine Godot Havok Qube Renderware Ren'py Scaleform Unity Unreal

Graphics

Direct3D OpenGL Processing

Programming

6502 BASIC C C++ C# Dart Java Javascript Lisp Lua Objective-C Perl PHP Python
Swift Tcl

Writing

English

EDUCATION

Computer Science and Engineering, Bachelors degree, Massachusetts Institute of Technology

Sep, 1984 - May, 1988

Computer Science, Masters degree, Johns Hopkins University

Sep, 1991 - May, 1993

PUBLICATIONS

Learn Unity 2014 for iOS Game Development , Apress

Published on: Jun 01, 2013

Introduction to mobile game development with the Unity game engine.

Technicat on Software , self

Published on: Jan 01, 2015

Collection of software development essays.

INTERESTS

Cats

adoption   cat cafe   lucky cat   samurai cat

Reading

Asian-American fiction   graphic design   graphic novels   history   philosophy   scifi   spy stories   technology

Viewing

kdrama   scifi   MMA

Learning

English   Spanish   Chinese   Korean   Japanese

Listening

Motown   NPR Podcasts