

# Phil Chu

Technicat LLC

Developing software since the 80s

Technicat LLC

Salt Lake City, US

<https://technicat.com/>

## Elsewhere

Github

Mastodon

## Toolkit

App Development

Game Development

Graphics

Programming

Writing

## Languages

English

Cantonese

Korean

Overview

Experiences 31

Writing 2

## Experience activity

February 2022



Started 1 project

Fedicat

March 2016



Started 1 project

### Cinefex iPad Edition

An iPad reader for the Cinefex visual effects magazine, with extras such as videos and image galleries.

Facilitated transfer from original developer to Cinefex LLC

Fixed in-app-purchase issues

- Updated video player after Apple dropped support for previous API
- Updated issue download code after Apple dropped support for previous API (notice a trend?)
- Optimized startup time and browsing
- Updated to comply with ever-changing Apple requirements

## December 2013



Started 1 project

- [Talk Dim Sum](#)

## August 2011



Started 1 project



### Emo-Ray vs. the Intergalactic Teddy Bears

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

- Implemented collision physics among cars
- Programmer credit displayed in-world



Started 1 project



### RC Rally

A Playstation Home multiplayer racing game.

- Made some UI fixes just before release

## November 2008



Started 1 project



### HyperBowl

Be the ball! A Unity reimplementaion of the classic bowling game, licensed from Hyper Entertainment.

- One of MacLife's Greatest iPhone Apps of 2009
- Available on the App Store and Steam

- Formerly available on the Amazon Appstore, Nook store, Itch.io, and various crappy app stores (crappstores?)

August 2007



Started 1 project



## Blue Mars

A 3D virtual world implemented with CryEngine.

- Documented the Lua API and framework for creating minigames on the community wiki (a CryEngine wiki even copied part of it!)
- Integrated newer versions of Scaleform, including Scaleform IME for localization
- Tweaked CryEngine physics to support an in-world golf game
- Attended in-world developer meetings. Better than Zoom.

May 2007



Started 1 project



## Fugu Games

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

- Fugu Maze, a suspense maze walkthrough that got twenty thousand downloads on the App Store in the first week and then a trickle after I started charging for it
- Fugu Bowl, a simple proof of concept for HyperBowl that got low ratings but was my most downloaded app (until Apple rejected upgrades).

April 2007



Started 1 project



## Nendo

A nifty 3D modeler originally developed at Nichimen Graphics.

- Updated to work on Windows XP.






August 2006



Started 1 project

## **Darkwatch**

A vampire western for Playstation 2 and Xbox. demo builds.

-  Worked on HUD elements for health, ammo, special powers
-  Implemented split-screen (multiple Renderware cameras) for multiplayer
-  Added PAL support
-  Integrated Lua scripting for audio effects and HUD elements
-  Received programmer credit (but oddly required to list city of birth)




November 2003



Started 1 project

## **Tech Deck: Bare Knuckle Grind**

A skateboarding game bundled with Tech Deck figures.

-  Implemented installers so each game could be packaged separately and installed in any sequence
-  Added dynamic shadows to replace the placeholder blob shadows (and then switched back to the blob shadows because the art director liked them better)
-  Set up a push-button scripted build system so the producers could create a latest build from the subversion source at any time






December 2000



Started 1 project

## **HyperBowl**

A 3D attraction bowling game, rolling in fanciful locations.

-  Added localization support, particularly for Jillian's installations in Montreal (French)
-  Implemented support for (potential) new lanes, e.g. a toy room, motocross slope...
-  Profiled, optimized (those lanes kept getting bigger and bigger)
-  Fixes for new graphics cards (pesky w-buffer...)
-  Changes to facilitate arcade and PC versions (I'm there in the mobygames credits)

March 1999



Earned 1 award

● Leverage for Planning/Scheduling

December 1999



Joined Technicat LLC

● working for myself

November 1999



Started 1 project



**Neomar**

One of the first mobile web browsers, conforming to WAP standards.

- Implemented an HTTP proxy in Java for the Neomar WAP gateway
- Launched on Motient's Blackberry service
- Company assets acquired by Good Technology

October 1998



Started 1 project

● Leverage for Planning

November 1998



Started 1 project

● Leverage for Scheduling

August 1997



Started 1 project



## Mirai

Successor to N-World

- Fixed some graphics code (which I eventually realized was originally written by me)
- visited 3D hardware vendors in Silicon Valley (including a young nVidia) to get test cards and discuss OpenGL issues
- Used to make Gollum in the Lord of the Rings movies.

November 1995



Started 1 project



## N-World

A 3D modeling and animation package descended once upon a time from the Symbolics Graphics Group (written in Lisp, shhh!).

- Ported from IrisGL to OpenGL on SGI workstations
- Ported from Irix to Windows NT
- Manager of Core Software (I made up the title)
- Used in the making of Mario 3D.

September 1993



Earned 1 award

- Maritime Simulation Demonstration

May 1993



Finished 1 degree at Johns Hopkins University

- Masters degree · Computer Science

December 1993

Earned 1 award



● [First Hubble Servicing Mission](#)

November 1992



Started 1 project

### **ORBIS**

An expert system for submarine simulation.

- Added support for local area network simulations (i.e. games)
- Added Distributed Interactive Simulation support for wide-area network simulations (wargames)
- Donned a submarine uniform and took part in two exercises like I was in The Hunt for Red October

October 1990



Started 1 project

### **Proposal Entry Processor**

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 alas, no takers).

September 1989



Started 1 project

● [Database Accelerator](#)

May 1988



Joined various

● [working for the man](#)



Started 1 project

● DROID

Finished 1 degree at Massachusetts Institute of Technology

● Bachelors degree · Computer Science and Engineering

August 1987

Started 1 project

### 🔗 Multilisp

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.

● Cited in a PhD thesis.

May 1987

Started 1 project

● START

May 1984

Finished 1 degree at West Senior High School

● High school degree · Iowa