

# PHIL CHU

## TECHNICAT LLC

### ABOUT

Developing software since the 80s

### WORK EXPERIENCE

#### Technicat LLC

 <http://technicat.com>

January 2000 – Present

#### working for myself

Consulting and contract development, self-publishing apps and games.

#### various

 [https://en.wikipedia.org/wiki/Working\\_for\\_the\\_Man\\_\(song\)](https://en.wikipedia.org/wiki/Working_for_the_Man_(song))

June 1988 – June 2001

#### working for the man

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

### AWARDS

April 1999

#### Interval Logic

 Leverage for Planning/Scheduling

They misspelled my name.

October 1993

December  
1993

## ARPA

🏆 Maritime Simulation Demonstration

They misspelled my name, too.

## Space Telescope Science Institute

🏆 First Hubble Servicing Mission

Includes a patch flown on the first Hubble servicing mission. Best workplace award ever. And they got my name right.

## 🔗 PROJECTS

**Fedicat:** Mastodon/fediverse iOS app in progress, available on Testflight

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

**HyperBowl:** Be the ball! A Unity reimplement of the classic bowling game, licensed from Hyper Entertainment.

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

**Emo-Ray vs. the Intergalactic Teddy Bears:** A Playstation Home driving/shooting game with alien invader teddy bears.

**RC Rally:** A Playstation Home multiplayer racing game.

**Blue Mars:** A 3D virtual world implemented with CryEngine.

**Nendo:** A nifty 3D modeler originally developed at Nichimen Graphics.

**Darkwatch:** A vampire western for Playstation 2 and Xbox. demo builds.

**Fugu Games:** Small games released as webplayers, Mac widgets, and mobile apps.

**Tech Deck: Bare Knuckle Grind:** A skateboarding game bundled with Tech Deck figures.

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


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


**Leverage for Scheduling:** Supply chain scheduling software for semiconductor fabs. Managed the group responsible for installation, XML interoperability, and user interfaces.


**Leverage for Planning:** Supply chain planning software for semiconductor fabs. Upgraded from Tcl to TclPro.


<b>Mirai:</b> Successor to N-World
<b>N-World:</b> A 3D modeling and animation package descended once upon a time from the Symbolics Graphics Group (written in Lisp, shhh!).
<b>ORBIS:</b> An expert system for submarine simulation.
<b>Proposal Entry Processor:</b> A syntax-directed Emacs mode used by astronomers and Institute staff to prepare and edit Space Telescope observation proposals.
<b>Database Accelerator:</b> A computer architecture based on content-addressable memories. Implemented compilers and simulators and simulations for the Database Accelerator and Content-Addressable Parallel Processor.
<b>DROID:</b> 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).
<b>Multilisp:</b> 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.
<b>START:</b> Part time student work on a graph display for the the START natural language parser, then running on Symoblics Lisp machines.

CONTACT

 Salt Lake City, Utah US

 <https://technicat.com/>


 **GitHub**  
[technicat](#)


 **Mastodon**  
[technicat](#)

EDUCATION

1991 1993

**Johns Hopkins University**

 <https://jhu.edu/>

 Masters degree

Computer Science

Grade: 3.x

Courses

AI

computer graphics

automata

algorithms


compilers

functional programming

1984 1988

## Massachusetts Institute of Technology

 <https://mit.edu/>

 Bachelors degree

Computer Science and Engineering

Grade: 3.x

Courses

6.001

6.002


6.003

6.004

1981 1984

## West Senior High School

 <https://www.iowacityschools.org/WestHS>

 High school degree

Iowa

Grade: 3.x

## SKILLS

App Development Experienced

Flutter

J2ME

SwiftUI

Xamarin

Game Development Experienced

CryEngine

Godot

Havok

Qube

Renderware

Ren'py

Scaleform

Unity

Unreal

Graphics Experienced

Direct3D

OpenGL

Processing

Programming Experienced

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

Writing Experienced

English books press releases

## PUBLICATIONS

### Learn Unity 2014 for iOS Game Development

📖 Apress

01 June 2013

<http://technicat.com/learnunity>

Introduction to mobile game development with the Unity game engine.

### Technicat on Software

📖 self

01 January 2015

<http://technicat.com/technicat-on-software>

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

### Playing

piano video games

## ✓ REFERENCES

I still think you're a good programmer.

— [Former client](#)

I've got a genius app idea!

— [Prospective client](#)

