Phil Chu
Technicat LLC

Developing software since the 80s

👥 Technicat LLC

📍 Las Vegas, US

🔗 http://technicat.com

Elsewhere

Github

Toolkit

App Development Game Development Graphics Programming Writing

Languages

English Cantonese Korean

Overview Experiences 29 Writing 2

Experience activity

March 2016

🧪 Started 1 project

🟠 Cinefex iPad Edition

December 2013

🧪 Started 1 project

🟠 Talk Dim Sum

March 2012

Started 1 project

● Learn Unity 4 for iOS Game Development

August 2011

Started 1 project

⋔ **Emo-Ray vs. the Intergalactic Teddy Bears**

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

● Programmer credit displayed in-world.

Started 1 project

● RC Rally

November 2008

Started 1 project

⋔ **HyperBowl**

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

August 2007

Started 1 project

⋔ **Blue Mars**

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).

● Attended in-world developer meetings. Better than Zoom.

May 2007

Started 1 project

🟠 Fugu Games

April 2007

Started 1 project

🟠 Nendo

August 2006

Started 1 project

⎇ **Darkwatch**

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).

November 2003

Started 1 project

🟠 Tech Deck: Bare Knuckle Grind

December 2000

Started 1 project

🟠 HyperBowl

May 1999

Earned 1 award

⬤

December 1999

Joined Technicat LLC

🔵 working for myself

November 1999

Started 1 project

⎇ **Neomar**

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.

🔴 Company assets acquired by Good Technology (and all I got was this worthless stock certificate).

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 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.

November 1995

⚗ Started 1 project

N-World

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.

May 1993

🏷 Earned 1 award

⬤

🎓 Finished 1 degree at Johns Hopkins University

⬤ Masters degree · Computer Science

November 1992

⚗ Started 1 project

ORBIS

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.

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 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