

Phil Chu

Technicat LLC

Developing software since the 80s

- LC Technicat LLC
- Salt Lake City, US
- ⁰ 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.

- Facilicated 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 reimplementation 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.



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 blog 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

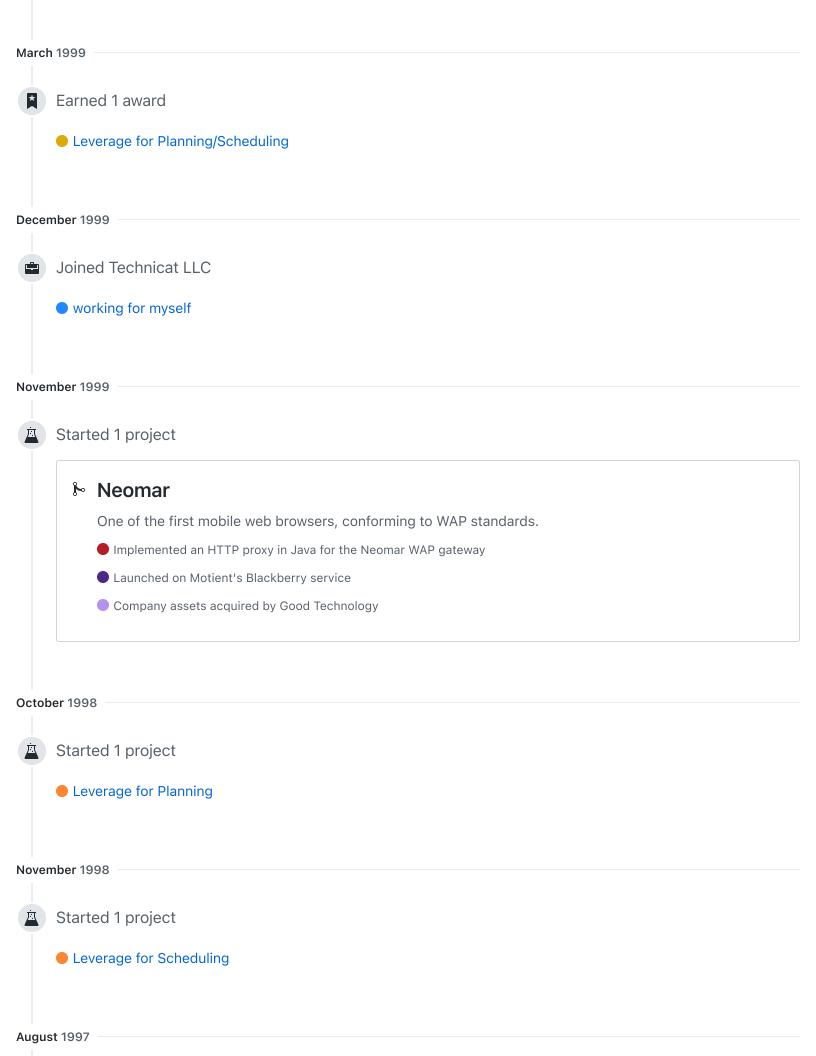


Started 1 project

№ 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)





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

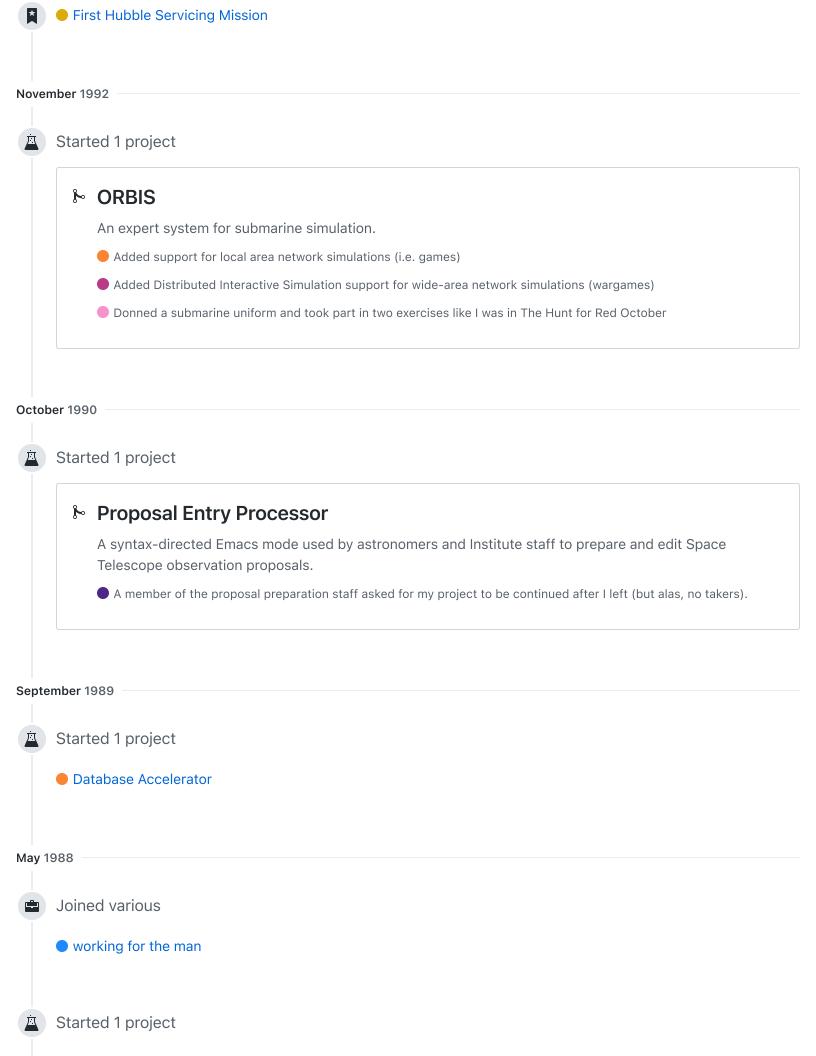
May 1993



Finished 1 degree at Johns Hopkins University

Masters degree · Computer Science

December 1993



Bac	ned 1 degree at Massachusetts Institute of Technology chelors degree · Computer Science and Engineering
t 1987 Start	ed 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.
987 Start	ed 1 project
• ST	ART

In a rise of the Constalling and area. Built has Constalling and the constalling Drive and and ISCAL Drawner

Finished 1 degree at West Senior High School

■ High school degree · Iowa

DROID