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
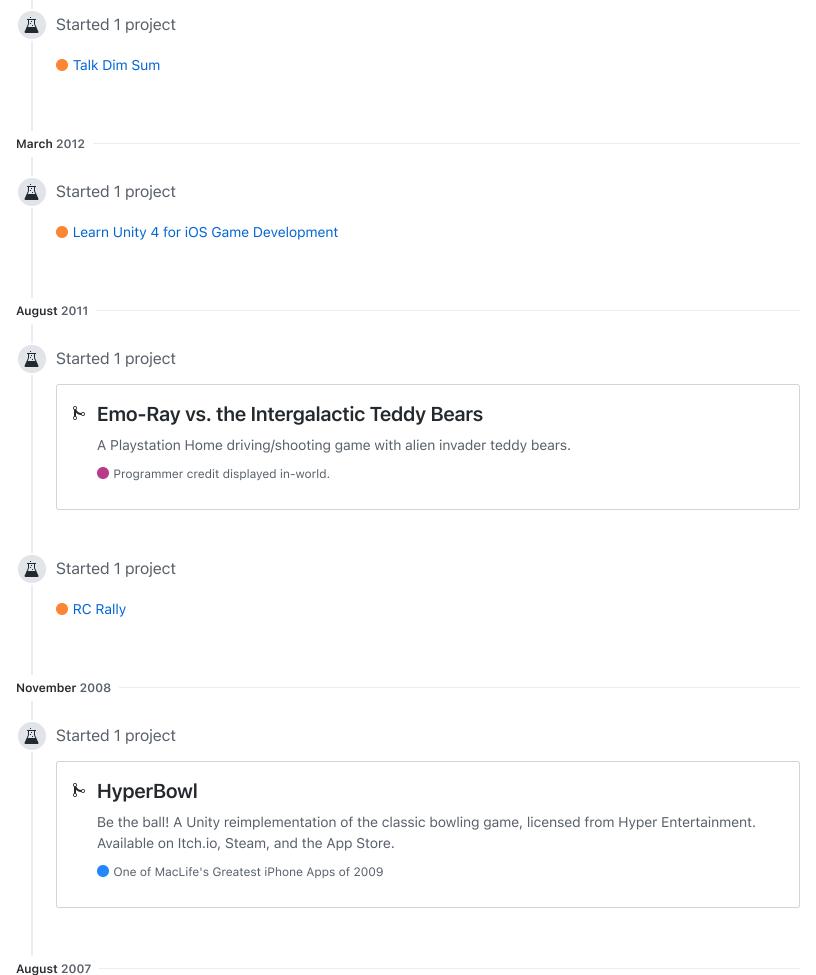
Overview   Experiences 27   Writing 2
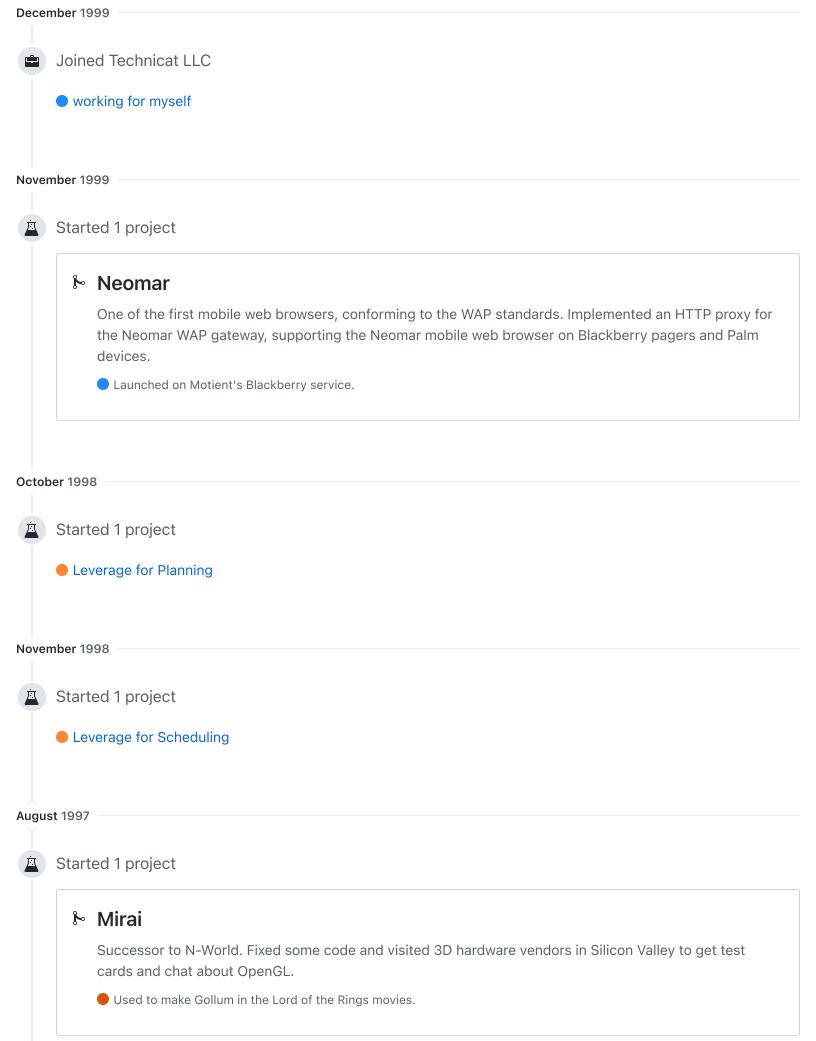
Experience activity

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

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

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.

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

🎓 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.

May 1987

🧪 Started 1 project

🟠 START