

Phil Chu Technicat LLC

Developing software since the 80s

LC Technicat LLC

① 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



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.

Programmer credit displayed in-world.



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

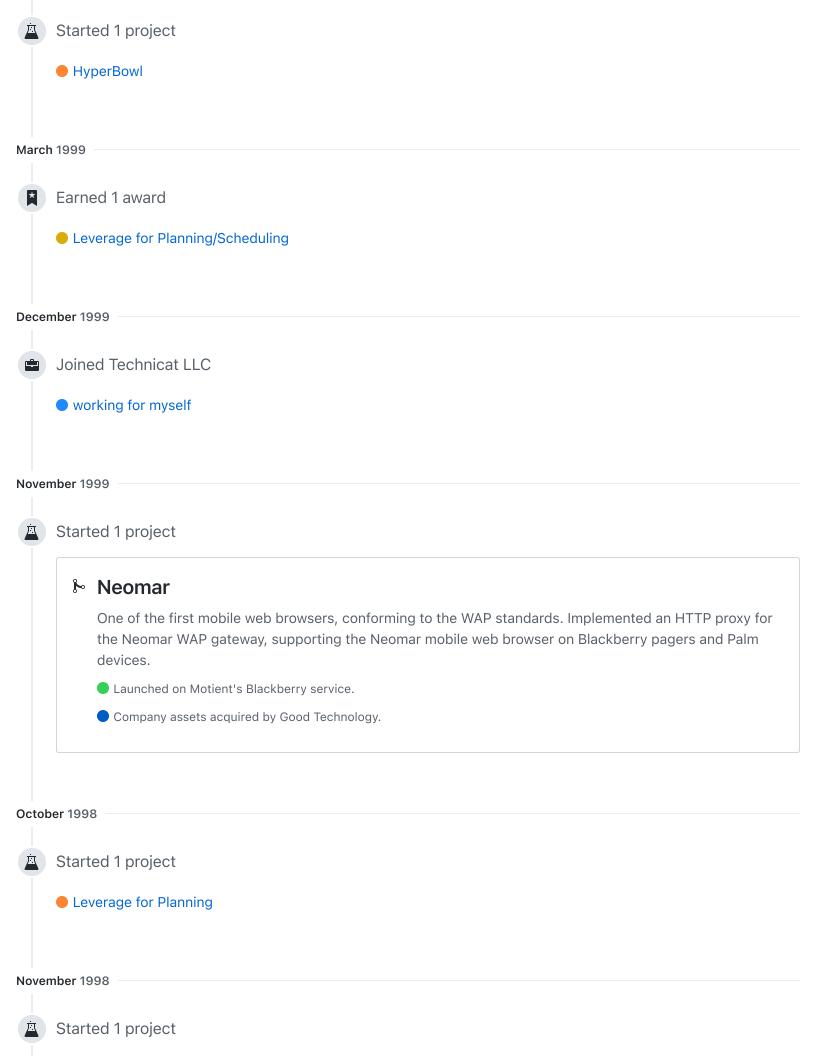
№ Blue Mars

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 July 2000 Earned 1 award Neomar stock certificate

December 2000



Leverage for Scheduling

August 1997



Started 1 project



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

December 1993



Earned 1 award

First Hubble Servicing Mission

November 1992





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



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



Inspired by @nataliemarleny. Built by @mathieudutour using Primer and JSON Resume.

Create your own portfolio with JSON Resume GitHub theme