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Phil	Chu
	CHU

Phil Chu

Technicat LLC

Developing software since the 80s

- LC Technicat LLC
- Las Vegas, US
- http://technicat.com

Elsewhere

Github

Toolkit

App Development

Game Development

Programming

Writing

Languages

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



№ 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).

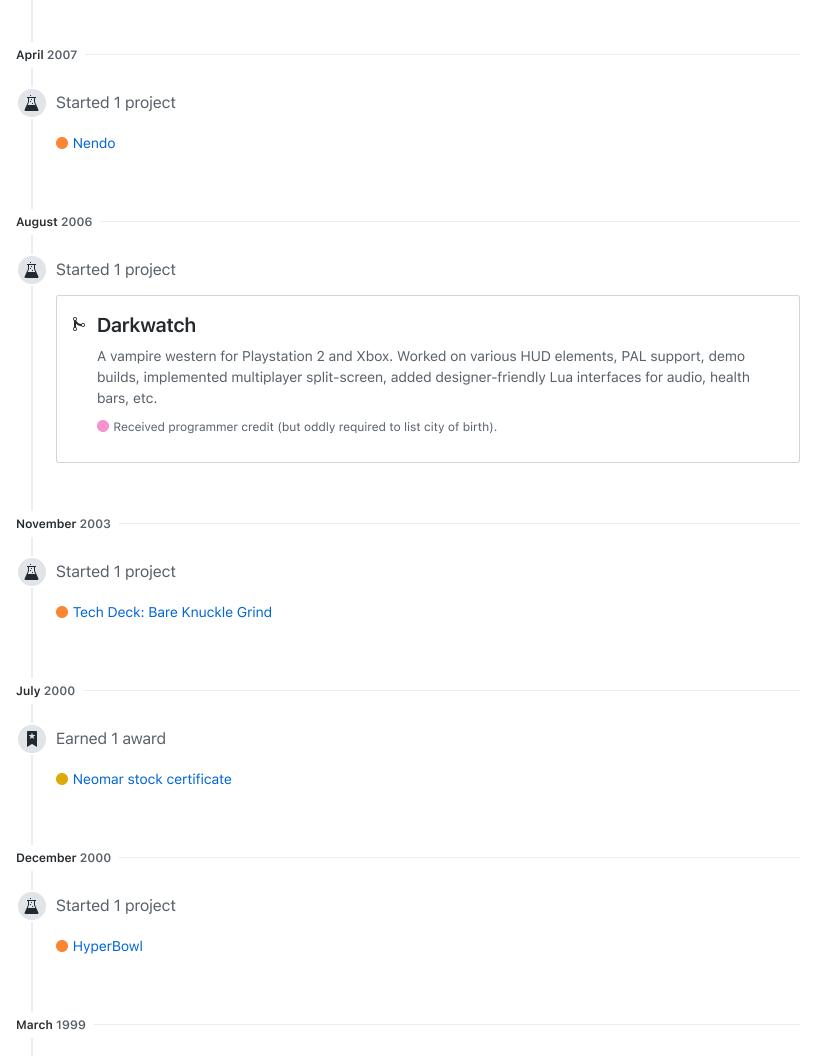
Attended in-world developer meetings. Better than Zoom.

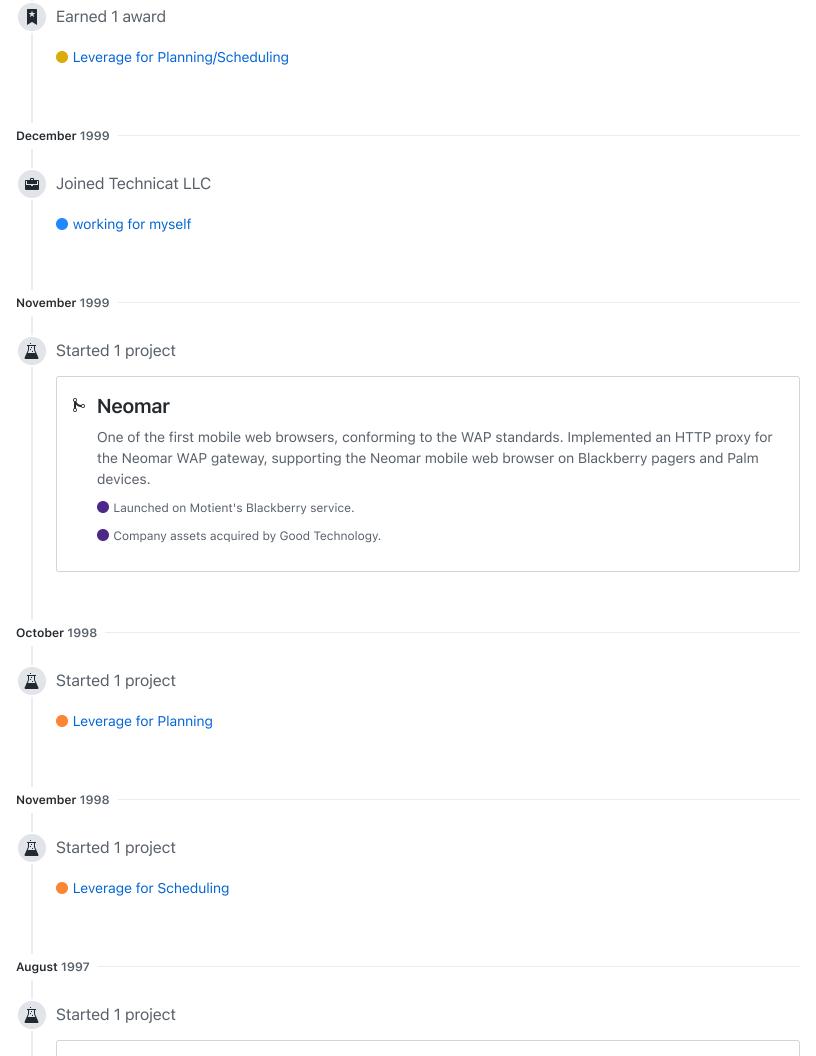
May 2007



Started 1 project

Fugu Games





№ 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

December 1993



Earned 1 award

First Hubble Servicing Mission

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.

	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).	
r	mber 1989	
	Started 1 project	
	Database Accelerator	
2	988	
	Joined various	
	 working for the man 	
	Started 1 project	
	DROID	
	Finished 1 degree at Massachusetts Institute of Technology	
	Bachelors degree · Computer Science and Engineering	
1	t 1987	
	Started 1 project	

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

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

Create your own portfolio with JSON Resume GitHub theme.