Phil Chu
Technicat LLC

Salt Lake City, Utah, US

Developing software since the 80s

Experience

working for myself   Jan 2000 - Present
Technicat LLC

Consulting and contract development, self-publishing apps and games.

working for the man   Jun 1988 - Jun 2001
various

Journeyed through the semiconductor, defense, space, computer graphics, mobile Internet, and video game industries.

Projects

Developer and publisher   Mar 2022 - Present
Fedicat

Mastodon/fediverse iOS app in progress, available on Testflight

Developer and publisher   Jan 2014 - Present
Talk Dim Sum

Your dim sum companion. Read about dim sum and learn how to pronounce the dishes. Available on Itch.io and the App Store.

Developer, publisher and licensee   Dec 2008 - Dec 2019
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?)

Developer   Apr 2016 - Present
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

Programmer   Sep 2011 - Dec 2011
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

Skills

App Development
Flutter
J2ME
SwiftUI
Xamarin

Game Development
CryEngine
Godot
Havok
Qube
Renderware
Ren'py
Scaleform
Unity
Unreal

Graphics
Direct3D
OpenGL
Processing

Programming
6502
BASIC
C
C++
C#
Dart
Java
Javascript
Lisp
Lua
Objective-C
Perl
PHP
Python
Swift
Tcl

Writing
English
books
press releases

Education

Masters degree, Computer Science
Johns Hopkins University

Bachelors degree, Computer Science and Engineering
Massachusetts Institute of Technology

High school degree, Iowa
West Senior High School

Certificates

Neomar stock
Neomar

Awards

Leverage for Planning/Scheduling
Interval Logic
They misspelled my name.

Programmer
Sep 2011 - Dec 2011
RC Rally

A Playstation Home multiplayer racing game.

· Made some UI fixes just before release

Programmer
Sep 2007 - Jan 2011
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.

Programmer
May 2007 - Invalid date
Nendo

A nifty 3D modeler originally developed at Nichimen Graphics.

· Updated to work on Windows XP.

Programmer
Sep 2006 - Invalid date
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)

Developer
Jun 2007 - Present
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).

Programmer
Dec 2003 - May 2004
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

Programmer
Jan 2001 - Invalid date
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)

Maritime Simulation Demonstration
ARPA
They misspelled my name, too.

First Hubble Servicing Mission
Space Telescope Science Institute
Includes a patch flown on the first Hubble servicing mission. Best workplace award ever. And they got my name right.

References

Former client
"I still think you're a good programmer."

Prospective client
"I've got a genius app idea!"

Languages

English · Native speaker
Cantonese · Food
Korean · Kdrama phrases

Interests

Cats
Reading
Viewing
Learning
Listening
Playing

Links

technicat.com
github.com/technicat
pc.cafe/@pc

Programmer   Dec 1999 - Jul 2001
Neomar

One of the first mobile web browsers, conforming to WAP standards.

· Implemented an HTTP proxy in Java for the   · Launched on Motient's Blackberry service
Neomar WAP gateway   · Company assets acquired by Good Technology

Programmer   Dec 1998 - Dec 1999
Leverage for Scheduling

Supply chain scheduling software for semiconductor fabs. Managed the group reponsible for
installation, XML interoperability, and user interfaces.

Programmer   Nov 1998 - Invalid date
Leverage for Planning

Supply chain planning software for semiconductor fabs. Upgraded from Tcl to TclPro.

Consultant   Sep 1997 - Sep 1997
Mirai

Successor to N-World

· Fixed some graphics code (which I eventually   discuss OpenGL issues
realized was originally written by me)   · Used to make Gollum in the Lord of the Rings
· visited 3D hardware vendors in Silicon Valley   movies.
(including a young nVidia) to get test cards and

Programmer   Dec 1995 - Jun 1997
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   · Manager of Core Software (I made up the title)
workstations   · Used in the making of Mario 3D.
· Ported from Irix to Windows NT

Programmer   Dec 1992 - Dec 1993
ORBIS

An expert system for submarine simulation.

· Added support for local area network   · Donned a submarine uniform and took part in
simulations (i.e. games)   two exercises like I was in The Hunt for Red
· Added Distributed Interactive Simulation support   October
for wide-area network simulations (wargames)

Programmer   Nov 1990 - May 1992
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   (but alas, no takers).
asked for my project to be continued after I left

Programmer   Oct 1989 - Oct 1990
Database Accelerator

A computer architecture based on content-addressable memories. Implemented compilers and
simulators and simulations for the Database Accelerator and Content-Addressable Parallel
Processor.

Programmer   May 1988 - Sep 1989
DROID

A VLSI layout synthesis tool, used in-house to design new products, running on TI Explorer Lisp
Machines. Added optimizations and other improvements, skipped most of the meetings (also an
optimization).

Student   Sep 1987 - May 1988
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   · Cited in a PhD thesis.
  Machine.

Student   Jun 1987 - Aug 1987
START

Part time student work on a graph display for the the START natural language parser, then
running on Symoblics Lisp machines.

Publications

Learn Unity 2014 for iOS Game Development   Jun 2013
Apress

Introduction to mobile game development with the Unity game engine.

Technicat on Software   Jan 2015
self

Collection of software development essays.