

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

Graphics

Programming

Writing

Languages

English

Cantonese

Korean

Overview

Experiences 29

Writing 2

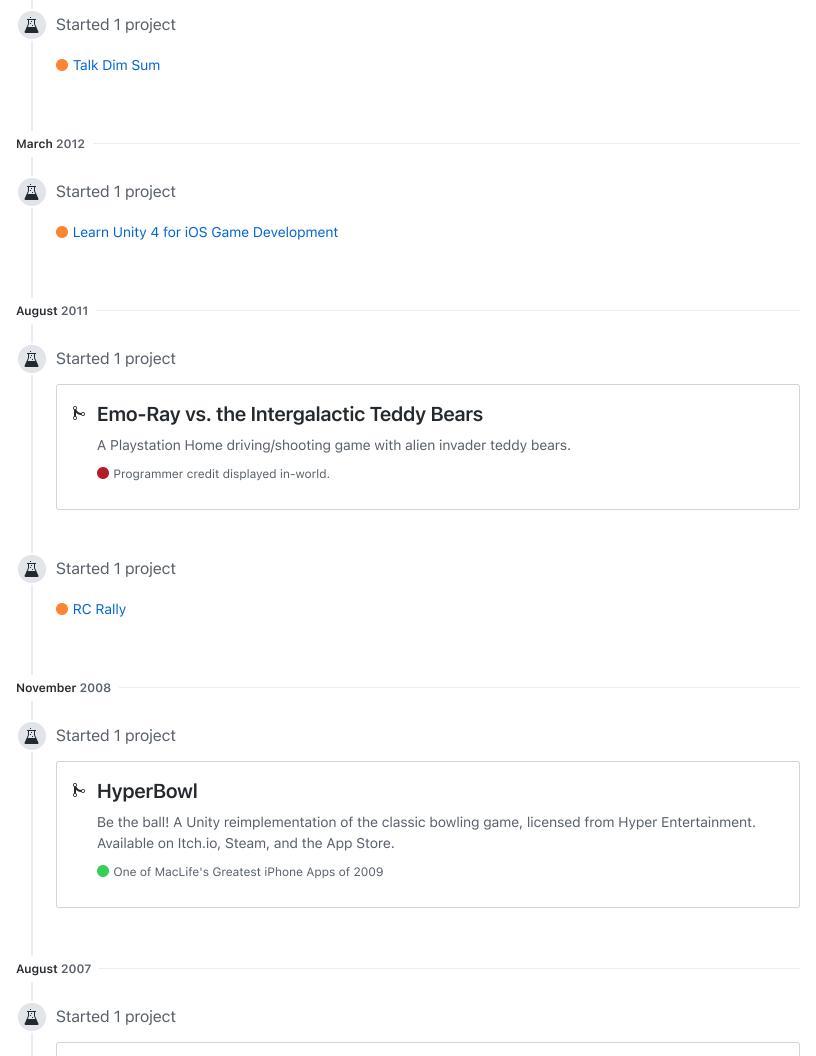
Experience activity

March 2016



Started 1 project

Cinefex iPad Edition



№ 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.

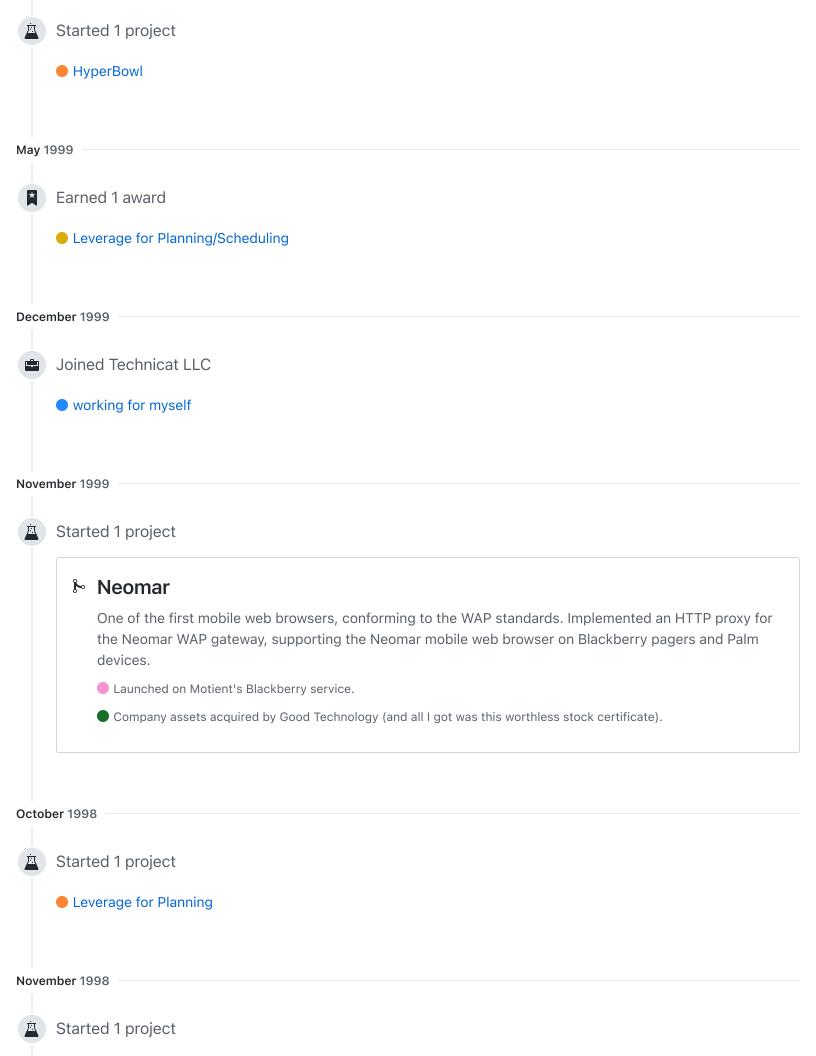
Received programmer credit (but oddly required to list city of birth).

November 2003



Started 1 project

Tech Deck: Bare Knuckle Grind



	Leverage for Scheduling
ugus	t 1997
茁	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.
ovem	nber 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.
ay 19	993
*	Earned 1 award
	First Hubble Servicing Mission
	Finished 1 degree at Johns Hopkins University
	Masters degree · Computer Science
oven	nber 1992
且	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



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.