



PHIL CHU

TECHNICAT LLC

ABOUT

Developing software since the 80s

WORK EXPERIENCE

Technicat LLC

 <http://technicat.com>

January 2000 – Present

working for myself

Providing consulting and contract software development, self-publishing apps and games.

various

 [https://en.wikipedia.org/wiki/Working_for_the_Man_\(song\)](https://en.wikipedia.org/wiki/Working_for_the_Man_(song))

June 1988 – June 2001

working for the man

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

AWARDS

April 1999

Interval Logic

 Leverage for Planning/Scheduling

They misspelled my name.

December
1993

Space Telescope Science Institute

🏆 First Hubble Servicing Mission

Includes a patch flown on the first Hubble servicing mission. Best workplace award ever.

🔗 PROJECTS

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.

HyperBow! Be the ball! A Unity reimplement of the classic bowling game, licensed from Hyper Entertainment.

Cinefex iPad Edition: An iPad reader for the Cinefex visual effects magazine, with extras such as videos and image galleries.

Emo-Ray vs. the Intergalactic Teddy Bears: A Playstation Home driving/shooting game with alien invader teddy bears.

RC Rally: A Playstation Home multiplayer racing game.

Blue Mars: A 3D virtual world implemented with CryEngine.

Nendo: A nifty 3D modeler originally developed at Nichimen Graphics.

Darkwatch: A vampire western for Playstation 2 and Xbox. demo builds.

Fugu Games: Small games released as webplayers, Mac widgets, and mobile apps.

Tech Deck: Bare Knuckle Grind: A skateboarding game bundled with Tech Deck figures.

HyperBow! A 3D attraction bowling game, rolling in fanciful locations.

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

Leverage for Scheduling: Supply chain scheduling software for semiconductor fabs. Managed the group responsible for installation, XML interoperability, and user interfaces.

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

Mirai: Successor to N-World

N-World: A 3D modeling and animation package descended once upon a time from the Symbolics Graphics Group (written in Lisp, shhh!).

ORBIS: An expert system for submarine simulation.

Proposal Entry Processor: A syntax-directed Emacs mode used by astronomers and Institute staff to prepare and edit Space Telescope observation proposals.

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.


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).


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.

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

CONTACT

 Las Vegas, Nevada US


 <http://technicat.com>


 Github
[technicat](#)

EDUCATION

1991 1993

Johns Hopkins University

 <https://jhu.edu/>

 Masters degree

Computer Science

Grade: 3.x

Courses

AI

computer graphics

automata


algorithms

compilers

functional programming

1984 1988

Massachusetts Institute of Technology

 <https://mit.edu/>

🎓 Bachelors degree

Computer Science and Engineering

Grade: 3.x

Courses

6.001

6.002

6.003

6.004

West Senior High School

🌐 <https://www.iowacityschools.org/WestHS>

🎓 High school degree

Iowa

Grade: 3.x

1981 1984

SKILLS

App Development **Experienced**

Flutter

J2ME

SwiftUI

Xamarin

Game Development **Experienced**

CryEngine

Godot

Havok

Qube

Renderware

Ren'py

Scaleform

Unity

Unreal

Graphics **Experienced**

Direct3D

OpenGL

Processing

Programming **Experienced**

6502

BASIC

C

C++

C#

Dart

Java

Javascript

Lisp

Lua

Objective-C

Perl

PHP

Python

Swift

Tcl

Writing **Experienced**

English

books

press releases

PUBLICATIONS

Learn Unity 2014 for iOS Game Development

📖 Apress

01 June 2013

<http://technicat.com/learnunity>

Introduction to mobile game development with the Unity game engine.

Technicat on Software

self

01 January 2015

<http://technicat.com/technicat-on-software>

Collection of software development essays.

♥ INTERESTS

Cats

adoption cat cafe lucky cat samurai cat

Reading

Asian-American fiction graphic design graphic novels history philosophy scifi spy stories
technology

Viewing

kdrama scifi MMA

Learning

English Spanish Chinese Korean Japanese

Listening

Motown NPR Podcasts

Playing

piano video games

✓ REFERENCES

I still think you're a good programmer.

— [Former client](#)

I've got a genius app idea!

— [Prospective client](#)