





Phil Chu

Technicat LLC

Developing software since the 80s

 Technicat LLC

 Las Vegas, US

 <http://technicat.com>

Elsewhere

Github

Toolkit

App Development

Game Development

Graphics

Programming

Writing

Languages

English

Cantonese

Korean

Overview

Experiences 28

Writing 2

Experience activity

March 2016



Started 1 project

● Cinefex iPad Edition

December 2013



Started 1 project

● [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.



Started 1 project

● [RC Rally](#)

November 2008



Started 1 project

🔗 **HyperBowl**

Be the ball! A Unity reimplementaion 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](#)

December 2000



Started 1 project

● [HyperBowl](#)

March 1999



Earned 1 award

● Leverage for Planning/Scheduling

December 1999



Joined Technicat LLC

● working for myself

November 1999



Started 1 project

Neomar

One of the first mobile web browsers, conforming to the WAP standards. Implemented an HTTP proxy for the Neomar WAP gateway, supporting the Neomar mobile web browser on Blackberry pagers and Palm devices.

- Launched on Motient's Blackberry service.
- Company assets acquired by Good Technology.

October 1998



Started 1 project

● Leverage for Planning

November 1998



Started 1 project

● Leverage for Scheduling

August 1997



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.

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.

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

August 1987



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

● START

Inspired by [@nataliemarleny](#). Built by [@mathieudutour](#) using [Primer](#) and [JSON Resume](#).

Create your own portfolio with [JSON Resume GitHub theme](#).