Phil Chu

Technicat LLC

Developing software since the 80s

Technicat LLC

Las Vegas, US

technicat.com

Elsewhere

Github

Toolkit

App Development   Game Development   Graphics   Programming   Writing

Languages

English   Cantonese   Korean

Overview   Experiences **30**   Writing **2**

Experience activity

March 2016

Started 1 project

⑂ 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

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.
- Implemented collision physics among cars
- Programmer credit displayed in-world

Started 1 project

⎇ RC Rally

A Playstation Home multiplayer racing game.
- Made some UI fixes just before release

November 2008

Started 1 project

⎇ 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?)

August 2007

Started 1 project

⎇ **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.

May 2007

Started 1 project

⎇ **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).

April 2007

Started 1 project

⎇ **Nendo**

A nifty 3D modeler originally developed at Nichimen Graphics.

🔵 Updated to work on Windows XP.

August 2006

Started 1 project

⅄ 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)

November 2003

🏭 Started 1 project

⅄ 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
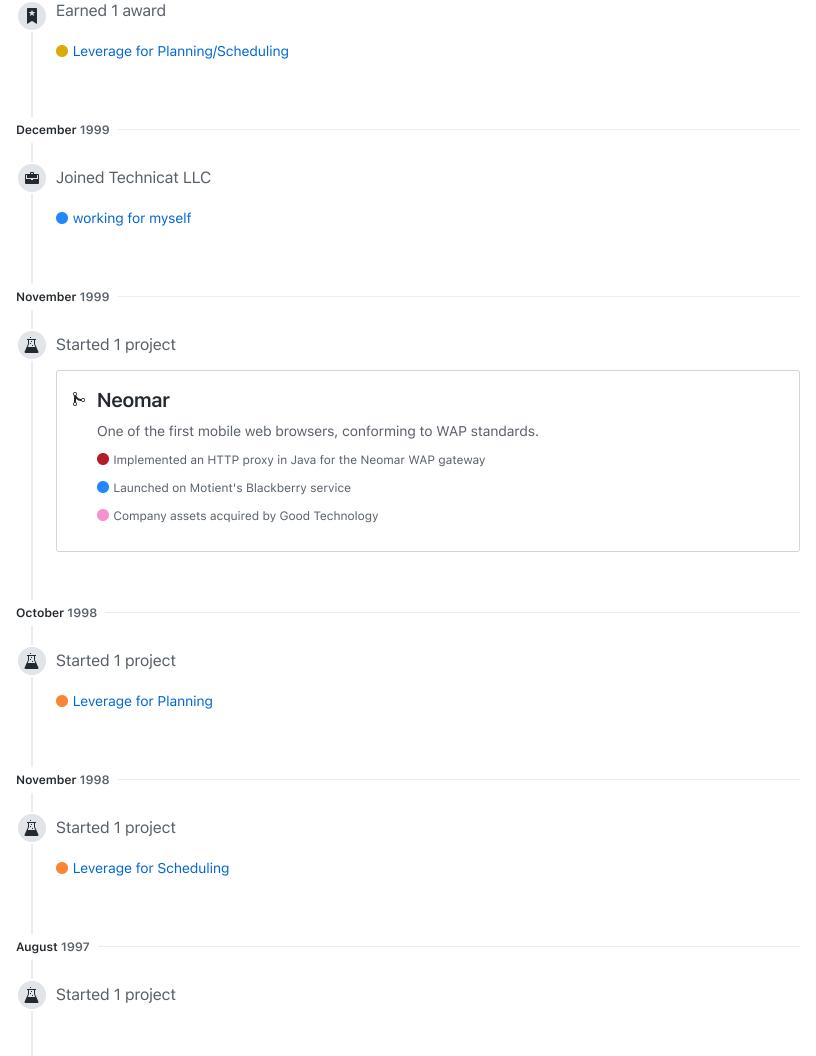
December 2000

🏭 Started 1 project

⅄ 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)

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 WAP standards.

🔴 Implemented an HTTP proxy in Java for the Neomar WAP gateway

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

November 1995

Started 1 project

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

September 1993

Earned 1 award

- Maritime Simulation Demonstration

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 support for local area network simulations (i.e. games)

🟣 Added Distributed Interactive Simulation support for wide-area network simulations (wargames)

🟣 Donned a submarine uniform and took part in two exercises like I was in The Hunt for Red October

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 alas, no takers).
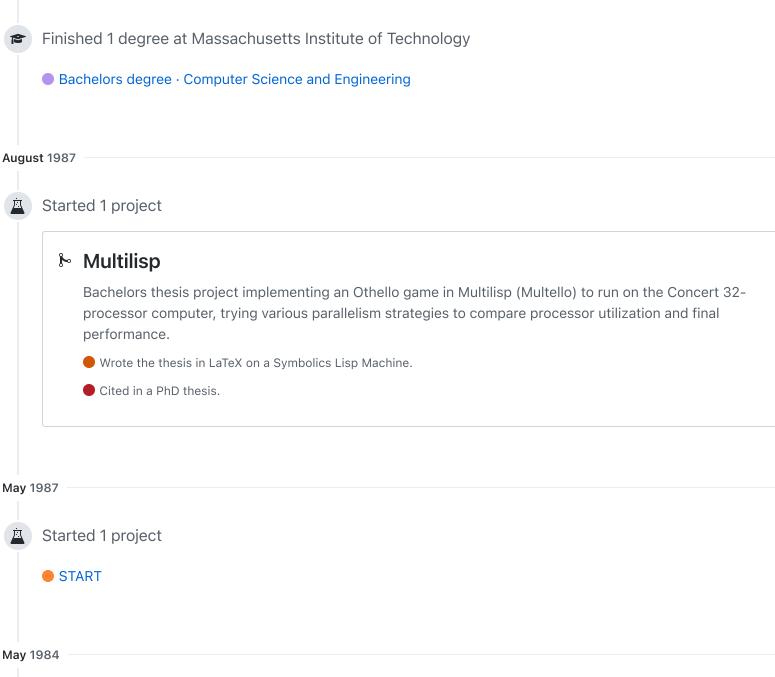
September 1989

🧪 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

May 1984

Finished 1 degree at West Senior High School

● High school degree · Iowa