Phil Chu

Technicat LLC

🌐 technicat.com/

🐙 github.com/technicat

technicat.cafe/pc

EDUCATION

Masters degree in Computer Science
Johns Hopkins University
1991 - 1993

Bachelors degree in Computer Science and Engineering
Massachusetts Institute of Technology
1984 - 1988

High school degree in Iowa
West Senior High School
1981 - 1984

LANGUAGES

English (Native speaker)

Cantonese (Food)

Korean (Kdrama phrases)

INTERESTS

Cats

Reading

Viewing

Learning

Listening

Playing

PERSONAL SUMMARY

Developing software since the 80s

WORK EXPERIENCE

working for myself

1999 - Present

Technicat LLC

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

working for the man

1988 - 2001

various

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

AWARDS

Leverage for Planning/Scheduling

1999

Interval Logic

They misspelled my name.

Maritime Simulation Demonstration

1993

ARPA

They misspelled my name, too.

First Hubble Servicing Mission

1993

Space Telescope Science Institute

Includes a patch flown on the first Hubble servicing mission. Best workplace award ever. And they got my name right.

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.

HyperBowl - Be the ball! A Unity reimplementation 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.

HyperBowl - 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 reponsible 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.

📖 PUBLICATIONS

Learn Unity 2014 for iOS Game Development

2013
Apress

Introduction to mobile game development with the Unity game engine.
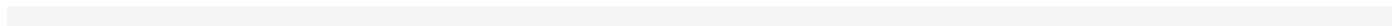
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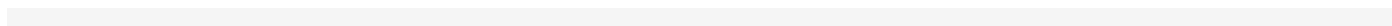
2014
self

Collection of software development essays.
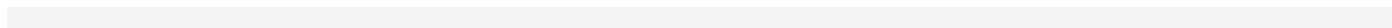
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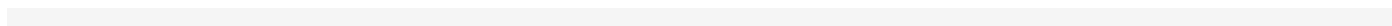
App Development

Game Development

Graphics

Programming

Writing