PHIL CHU
TECHNICAT LLC

👤 ABOUT

Developing software since the 80s

💼 WORK EXPERIENCE

Technicat LLC
🌐 http://technicat.com
January 2000 – Present

working for myself
Consulting and contract development, self-publishing apps and games.

various
🌐 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.

October 1993	**ARPA**
	🏆 Maritime Simulation Demonstration
	They misspelled my name, too.

December 1993	**Space Telescope Science Institute**
	🏆 First Hubble Servicing Mission
	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.

◎ CONTACT

Salt Lake City, Utah US

https://technicat.com/

Github
technicat

Mastodon
technicat

🏛 EDUCATION

1991 1993

Johns Hopkins University
🌐 https://jhu.edu/
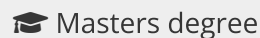
🎓 Masters degree

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

1981 1984

West Senior High School
🌐 https://www.iowacityschools.org/WestHS

🎓 High school degree

Iowa

Grade: 3.x

⚙️ 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