Phil Chu
Technicat LLC

Las Vegas, Nevada, US

Developing software since the 80s

Experience

working for myself　　Jan 2000 - Present
Technicat LLC

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

working for the man　　Jun 1988 - Jun 2001
various

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

Projects

Developer and publisher　　Jan 2014 - Present
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.

Developer, publisher and licensee　　Dec 2008 - Dec 2019
HyperBowl

Be the ball! A Unity reimplementation 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

Developer　　Apr 2016 - Present
Cinefex iPad Edition

An iPad reader for the Cinefex visual effects magazine, with extras such as videos and image galleries. Kept it up and running over the march of iOS evolution, fixing, updating, and optimizing in-app purchases, user interface, video...

Programmer　　Sep 2011 - Dec 2011
Emo-Ray vs. the Intergalactic Teddy Bears

A Playstation Home driving/shooting game with alien invader teddy bears.

· Programmer credit displayed in-world.

Programmer　　Sep 2011 - Dec 2011
RC Rally

A Playstation Home multiplayer racing game.

Programmer　　Sep 2007 - Jan 2011
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.

Skills

App Development
Flutter
J2ME
SwiftUI
Xamarin

Game Development
CryEngine
Godot
Havok
Qube
Renderware
Ren'py
Scaleform
Unity
Unreal

Graphics
Direct3D
OpenGL
Processing

Programming
6502
BASIC
C
C++
C#
Dart
Java
Javascript
Lisp
Lua
Objective-C
Perl
PHP
Python
Swift
Tcl

Writing
English
books
press releases

Education

Bachelors degree, Computer Science and Engineering
Massachusetts Institute of Technology

Masters degree, Computer Science
Johns Hopkins University

Awards

Leverage for Planning/Scheduling
Interval Logic
They misspelled my name.

First Hubble Servicing Mission
Space Telescope Science Institute
Includes a patch flown on the first Hubble servicing mission. Best workplace award ever.

Neomar stock certificate
Neomar
...and all I got was this lousy stock certificate.

Programmer   May 2007 - Invalid date
Nendo

A nifty 3D modeler originally developed at Nichimen Graphics. Updated to work on Windows XP.

Programmer   Sep 2006 - Invalid date
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).

Developer   Jun 2007 - Present
Fugu Games

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

Programmer   Dec 2003 - May 2004
Tech Deck: Bare Knuckle Grind

A skateboarding game bundled with Tech Deck figures. Implemented installers, dynamic shadows, video, a build system.

Programmer   Jan 2001 - Invalid date
HyperBowl

A 3D bowling game, rolling in fanciful locations. Took over for the original lead programmer, updated attraction version of HyperBowl for localization, new lanes, optimization, new graphics cards, arcade and PC support.

Programmer   Dec 1999 - Jul 2001
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.

Programmer   Dec 1998 - Dec 1999
Leverage for Scheduling

Supply chain scheduling software for semiconductor fabs. Managed the group reponsible for installation, XML interoperability, and user interfaces.

Programmer   Nov 1998 - Invalid date
Leverage for Planning

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

Consultant   Sep 1997 - Sep 1997
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.

Programmer   Dec 1995 - Jun 1997
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.

Programmer   Dec 1992 - Dec 1993
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.

Programmer   Nov 1990 - May 1992
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   (but no takers).
asked for my project to be continued after I left

Programmer   Oct 1989 - Oct 1990
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.

Programmer   May 1988 - Sep 1989
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).

Student   Sep 1987 - May 1988
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   · Cited in a PhD thesis.
Machine.

Student   Jun 1987 - Aug 1987
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   Jun 2013
Apress

Introduction to mobile game development with the Unity game engine.

Technicat on Software   Jan 2015
self

Collection of software development essays.