

# 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 reimplement 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...

### Author

Apr 2012 - Apr 2013

[Learn Unity 4 for iOS Game Development](#)

An introduction to game development for iOS using the Unity game engine and an example bowling game (super simple version of HyperBowl).

### 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.

## Skills

App Development	Programming
Flutter	6502
J2ME	BASIC
SwiftUI	C
Xamarin	C++
	C#
	Dart
	Java
Game Development	JavaScript
	Lisp
CryEngine	Lua
Godot	Objective-C
Havok	Perl
Qube	PHP
Renderware	Python
Ren'py	Swift
Scaleform	Tcl
Unity	
Unreal	Writing
	English
Graphics	
Direct3D	
OpenGL	
Processing	

## Education

Bachelors degree, Computer Science and Engineering

[Massachusetts Institute of Technology](#)

Masters degree, Computer Science

[Johns Hopkins University](#)

## Languages

English · Native speaker

Cantonese · Food

Korean · Kdrama phrases

## Interests

Cats

Reading

Viewing

Learning

Listening

## 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).

## 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.

## Programmer

Dec 1998 - Dec 1999

[Leverage for Scheduling](#)

Supply chain scheduling software for semiconductor fabs. Managed the group responsible 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 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.