

# PHIL CHU TECHNICAT LLC



Developing software since the 80s

#### **I** WORK EXPERIENCE

#### **Technicat LLC**

http://technicat.com January 2000 - Present

#### working for myself

Providing consulting and contract software 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.

December 1993

#### **Space Telescope Science Institute**

Tirst Hubble Servicing Mission

Includes a patch flown on the first Hubble servicing mission. Best workplace award ever.

# **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

Las Vegas, Nevada US

**(** 

http://technicat.com

0

**Github** technicat

#### **<b><u>m</u>** EDUCATION

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

#### 1991 1993

#### **Johns Hopkins University**

https://jhu.edu/

Masters degree

Computer Science

Grade: B+

```
Courses

Al

computer graphics

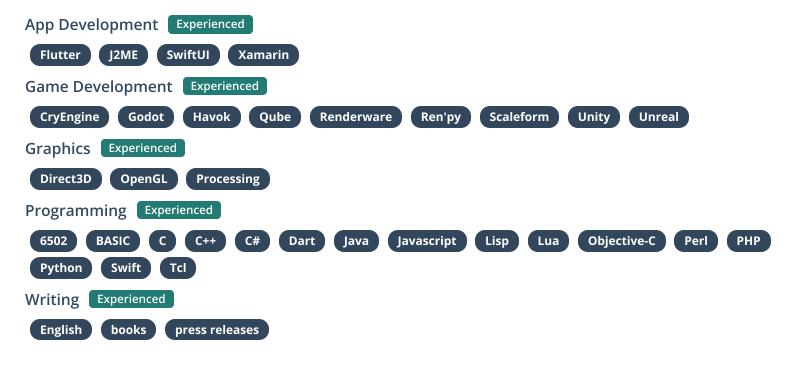
automata

algorithms

compilers

functional programming
```

#### **淫 SKILLS**



## **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**



http://technicat.com/technicat-on-software

Collection of software development essays.

## **INTERESTS**



#### **▼** REFERENCES

I still think you're a good programmer.

Former client

I've got a genius app idea!

Prospective client