

# 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\\_\(song\)](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

December 1993

## PROJECTS

<b>Talk Dim Sum:</b> Your dim sum companion. Read about dim sum and learn how to pronounce the dishes. Available on Itch.io and the App Store.
<b>HyperBowl:</b> Be the ball! A Unity reimplementa-tion of the classic bowling game, licensed from Hyper Entertainment.
<b>Cinefex iPad Edition:</b> An iPad reader for the Cinefex visual effects magazine, with extras such as videos and image galleries.
<b>Emo-Ray vs. the Intergalactic Teddy Bears:</b> A Playstation Home driving/shooting game with alien invader teddy bears.
<b>RC Rally:</b> A Playstation Home multiplayer racing game.
<b>Blue Mars:</b> A 3D virtual world implemented with CryEngine.
<b>Nendo:</b> A nifty 3D modeler originally developed at Nichimen Graphics.
<b>Darkwatch:</b> A vampire western for Playstation 2 and Xbox. demo builds.
<b>Fugu Games:</b> Small games released as webplayers, Mac widgets, and mobile apps.
<b>Tech Deck: Bare Knuckle Grind:</b> A skateboarding game bundled with Tech Deck figures.
<b>HyperBowl:</b> A 3D attraction bowling game, rolling in fanciful locations.
<b>Neomar:</b> One of the first mobile web browsers, conforming to WAP standards.
<b>Leverage for Scheduling:</b> Supply chain scheduling software for semiconductor fabs. Managed the group responsible for installation, XML interoperability, and user interfaces.
<b>Leverage for Planning:</b> Supply chain planning software for semiconductor fabs. Upgraded from Tcl to TclPro.
<b>Mirai:</b> 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

<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](#)

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