

Phil Chu

Technicat LLC

Developing software since the 80s

- LC Technicat LLC
- Salt Lake City, US
- https://technicat.com/

Elsewhere

Github

Mastodon

Toolkit

App Development

Game Development

Graphics

Programming

Writing

Languages

English

Cantonese

Korean

Overview

Experiences 30

Writing 2

Experience activity

March 2016



Started 1 project

№ Cinefex iPad Edition

An iPad reader for the Cinefex visual effects magazine, with extras such as videos and image galleries.

- Facilicated transfer from original developer to Cinefex LLC
- Fixed in-app-purchase issues
- Updated video player after Apple dropped support for previous API
- Updated issue download code after Apple dropped support for previous API (notice a trend?)
- Optimized startup time and browsing
- Updated to comply with ever-changing Apple requirements



Started 1 project

Talk Dim Sum

August 2011



Started 1 project

▶ Emo-Ray vs. the Intergalactic Teddy Bears

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

- Implemented collision physics among cars
- Programmer credit displayed in-world

Started 1 project

№ RC Rally

A Playstation Home multiplayer racing game.

Made some UI fixes just before release

November 2008



Started 1 project

№ HyperBowl

Be the ball! A Unity reimplementation of the classic bowling game, licensed from Hyper Entertainment.

- One of MacLife's Greatest iPhone Apps of 2009
- Available on the App Store and Steam
- Formerly available on the Amazon Appstore, Nook store, Itch.io, and various crappy app stores (crappstores?)

August 2007



▶ Blue Mars

A 3D virtual world implemented with CryEngine.

- Documented the Lua API and framework for creating minigames on the community wiki (a CryEngine wiki even copied part of it!)
- Integrated newer versions of Scaleform, including Scaleform IME for localization
- Tweaked CryEngine physics to support an in-world golf game
- Attended in-world developer meetings. Better than Zoom.

May 2007



Started 1 project

▶ Fugu Games

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

- Fugu Maze, a suspense maze walkthrough that got twenty thousand downloads on the App Store in the first week and then a trickle after I started charging for it
- Fugu Bowl, a simple proof of concept for HyperBowl that got low ratings but was my most downloaded app (until Apple rejected upgrades).

April 2007



Started 1 project

▶ Nendo

A nifty 3D modeler originally developed at Nichimen Graphics.

Updated to work on Windows XP.

August 2006



Started 1 project

▶ Darkwatch

A vampire western for Playstation 2 and Xbox. demo builds.

Worked on HUD elements for health, ammo, special powers

- Implemented split-screen (multiple Renderware cameras) for multiplayer
- Added PAL support
- Integrated Lua scripting for audio effects and HUD elements
- Received programmer credit (but oddly required to list city of birth)

November 2003



Started 1 project

➢ Tech Deck: Bare Knuckle Grind

A skateboarding game bundled with Tech Deck figures.

- Implemented installers so each game could be packaged separately and installed in any sequence
- Added dynamic shadows to replace the placeholder blob shadows (and then switched back to the blog shadows because the art director liked them better)
- Set up a push-button scripted build system so the producers could create a latest build from the subversion source at any time

December 2000



Started 1 project

▶ HyperBowl

A 3D attraction bowling game, rolling in fanciful locations.

- Added localization support, particularly for Jillian's installations in Montreal (French)
- Implemented support for (potential) new lanes, e.g. a toy room, motocross slope...
- Profiled, optimized (those lanes kept getting bigger and bigger)
- Fixes for new graphics cards (pesky w-buffer...)
- Changes to facilitate arcade and PC versions (I'm there in the mobygames credits)

March 1999



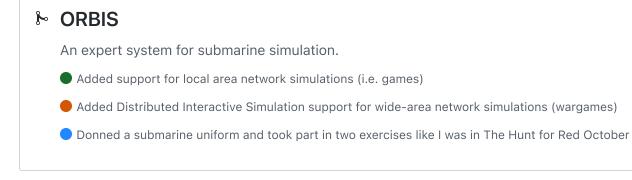
Earned 1 award

Leverage for Planning/Scheduling

cember 19	999
Joine	ed Technicat LLC
• wo	rking for myself
vember 19	999
Start	red 1 project
%	Neomar
	One of the first mobile web browsers, conforming to WAP standards.
	Implemented an HTTP proxy in Java for the Neomar WAP gateway
	Launched on Motient's Blackberry service
	Company assets acquired by Good Technology
	verage for Planning
Start	red 1 project
Le	verage for Scheduling
gust 1997	
Start	red 1 project
%	Mirai
	Successor to N-World
	Fixed some graphics code (which I eventually realized was originally written by me)

• visited 3D hardware vendors in Silicon Valley (including a young nVidia) to get test cards and discuss OpenGL issues

	Used to make Gollum in the Lord of the Rings movies.	
ovember 1995		
△ Started 1 project		
	№ N-World	
	A 3D modeling and animation package descended once upon a time from the Symbolics Graphics Group (written in Lisp, shhh!).	
	Ported from IrisGL to OpenGL on SGI workstations	
	Ported from Irix to Windows NT	
	Manager of Core Software (I made up the title)	
	Used in the making of Mario 3D.	
eptembe		
Earned 1 award		
•	Maritime Simulation Demonstration	
∣ ay 1993 ∣	3	
Fir	nished 1 degree at Johns Hopkins University	
•	Masters degree · Computer Science	
ecembe	r 1993 ——————————————————————————————————	
Ea	arned 1 award	
•	First Hubble Servicing Mission	
ovembe	r 1992	
☐ St	arted 1 project	



October 1990



Started 1 project

№ 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 asked for my project to be continued after I left (but alas, no takers).

September 1989



Started 1 project

Database Accelerator

May 1988



Joined various

working for the man



Started 1 project

DROID



Finished 1 degree at Massachusetts Institute of Technology

Bachelors degree · Computer Science and Engineering



Started 1 project

➢ 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.
- Cited in a PhD thesis.

May 1987



Started 1 project



May 1984



Finished 1 degree at West Senior High School

High school degree · Iowa

Inspired by @nataliemarleny, Built by @mathieudutour using Primer and JSON Resume

Create your own portfolio with JSON Resume GitHub theme