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)
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

ARPA
🏆 Maritime Simulation Demonstration

They misspelled my name, too.

December 1993

Space Telescope Science Institute

🏆 First Hubble Servicing Mission

Includes a patch flown on the first Hubble servicing mission. Best workplace award ever. And they got my name right.

⑂ 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**

🌐 **technicat.com**

Github
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