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Phil Chu

Technicat LLC

Developing software since the 80s



- Las Vegas, US
- http://technicat.com

Elsewhere

Github

Toolkit

App Development

Game Development

Graphics

Programming

Writing

Languages

English

Cantonese

Overview

Experiences 29

Writing 2

Experience activity

March 2016



Started 1 project

Cinefex iPad Edition

December 2013



Started 1 project

Talk Dim Sum



Learn Unity 4 for iOS Game Development

August 2011



Started 1 project

► Emo-Ray vs. the Intergalactic Teddy Bears

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

Programmer credit displayed in-world.



RC Rally

November 2008



Started 1 project

▶ HyperBowl

Be the ball! A Unity reimplementation 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

August 2007

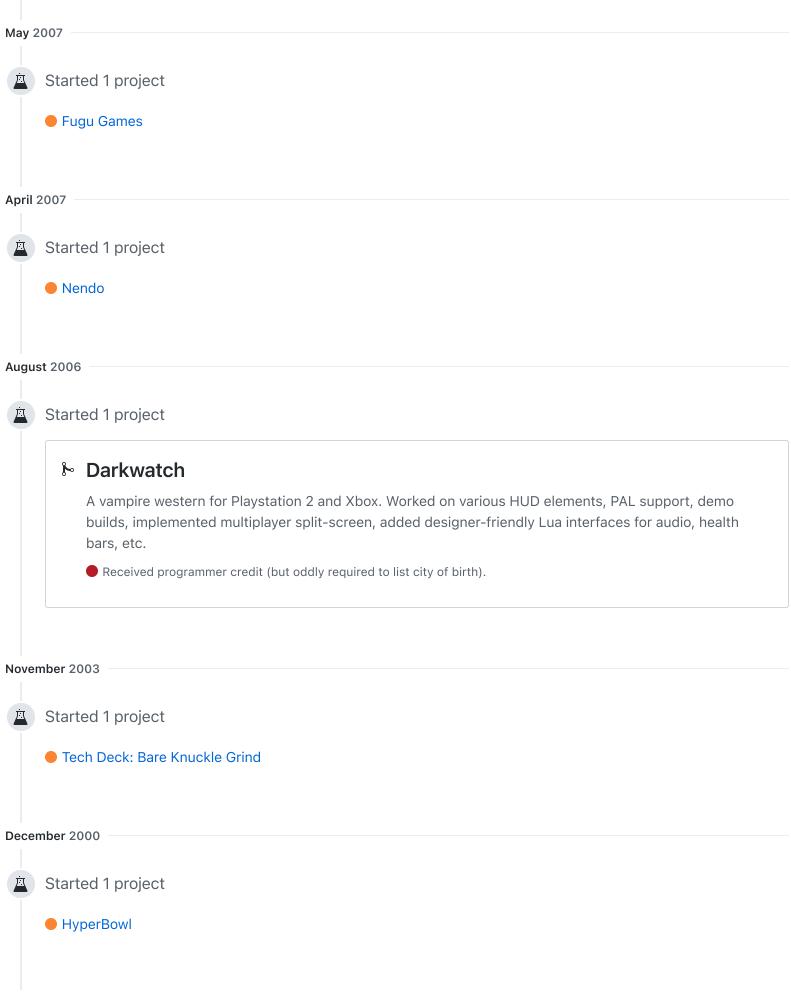


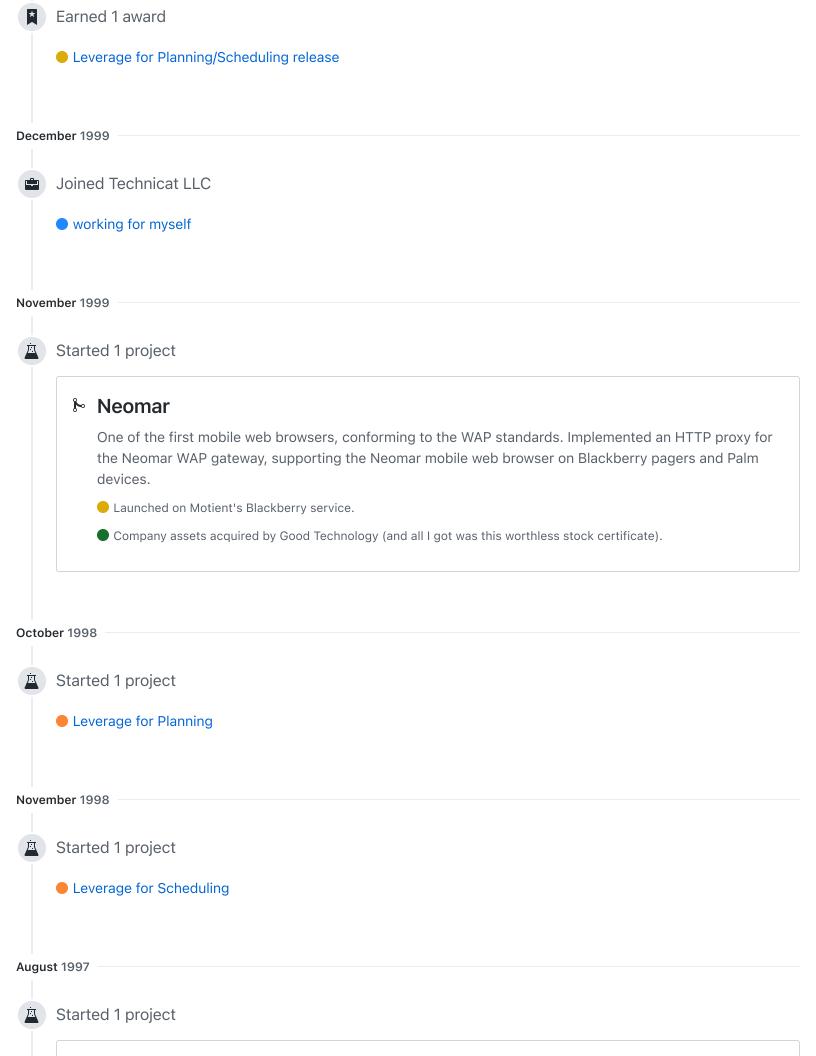
Started 1 project

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).

Attended in-world developer meetings. Better than Zoom.





№ 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.

November 1995



Started 1 project

▶ 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.

May 1993



Earned 1 award

First Hubble Servicing Mission

Finished 1 degree at Johns Hopkins University

Masters degree · Computer Science

November 1992



Started 1 project

№ 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.



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 no takers).

September 1989



Started 1 project

Database Accelerator

May 1988



Joined various

working for the man



Started 1 project





Finished 1 degree at Massachusetts Institute of Technology

Bachelors degree · Computer Science and Engineering

August 1987



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

