

# Phil Chu

## Technicat LLC

Las Vegas, Nevada, US

Developing software since the 80s

## Experience

### working for myself

Jan 2000 - Present

[Technicat LLC](#)

Providing consulting and contract software development, self-publishing apps and games.

### working for the man

Jun 1988 - Jun 2001

[various](#)

Journeyed through the semiconductor, defense, space, computer graphics, mobile Internet, and video game industries.

## Projects

### Developer and publisher

Jan 2014 - Present

[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.

### Developer, publisher and licensee

Dec 2008 - Dec 2019

[HyperBowl](#)

Be the ball! A Unity reimplement 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 (craappstores?)

### Developer

Apr 2016 - Present

[Cinefex iPad Edition](#)

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

- Facilitated 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

### Programmer

Sep 2011 - Dec 2011

[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

### Programmer

Sep 2011 - Dec 2011

[RC Rally](#)

A Playstation Home multiplayer racing game.

- Made some UI fixes just before release

## Skills

App Development	Programming
Flutter	6502
J2ME	BASIC
SwiftUI	C
Xamarin	C++
	C#
	Dart
	Java
Game Development	Javascript
	Lisp
CryEngine	Lua
Godot	Objective-C
Havok	Perl
Qube	PHP
Renderware	Python
Ren'py	Swift
Scaleform	Tcl
Unity	
Unreal	Writing
	English
Graphics	books
Direct3D	press releases
OpenGL	
Processing	

## Education

Bachelors degree, Computer Science and Engineering

[Massachusetts Institute of Technology](#)

Masters degree, Computer Science

[Johns Hopkins University](#)

## Certificates

[Neomar stock](#)

Neomar

## Awards

Leverage for Planning/Scheduling

Interval Logic

They misspelled my name.

**Programmer**

Blue Mars

Sep 2007 - Jan 2011

First Hubble Servicing Mission  
Space Telescope Science Institute  
Includes a patch flown on the first  
Hubble servicing mission. Best  
workplace award ever.

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.

**Programmer**

Nendo

May 2007 - Invalid date

A nifty 3D modeler originally developed at Nichimen Graphics.

- Updated to work on Windows XP.

**Programmer**

Darkwatch

Sep 2006 - Invalid date

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)

**Developer**

Fugu Games

Jun 2007 - Present

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).

**Programmer**

Tech Deck: Bare Knuckle Grind

Dec 2003 - May 2004

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

**Programmer**

HyperBowl

Jan 2001 - Invalid date

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)

**Programmer**

Neomar

Dec 1999 - Jul 2001

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

**Programmer**

Leverage for Scheduling

Dec 1998 - Dec 1999

Supply chain scheduling software for semiconductor fabs. Managed the group responsible for installation, XML interoperability, and user interfaces.

References

Former client

*"I still think you're a good programmer."*

Prospective client

*"I've got a genius app idea!"*

Languages

English · Native speaker

Cantonese · Food

Korean · Kdrama phrases

Interests

Cats

Reading

Viewing

Learning

Listening

Playing

Links

[technicat.com](http://technicat.com)

[github.com/technicat](https://github.com/technicat)

## Programmer

Nov 1998 - Invalid date

### Leverage for Planning

Supply chain planning software for semiconductor fabs. Upgraded from Tcl to TclPro.

## Consultant

Sep 1997 - Sep 1997

### 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.

## Programmer

Dec 1995 - Jun 1997

### 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.

## Programmer

Dec 1992 - Dec 1993

### ORBIS

An expert system for submarine simulation.

- Added support for local area network simulations (i.e. games)
- Added Distributed Interactive Simulation support for wide-area network simulations (wargames)
- Donned a submarine uniform and took part in two exercises like I was in The Hunt for Red October

## Programmer

Nov 1990 - May 1992

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

## Programmer

Oct 1989 - Oct 1990

### 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.

## Programmer

May 1988 - Sep 1989

### 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).

## Student

Sep 1987 - May 1988

### 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.

## Student

Jun 1987 - Aug 1987

### START

Part time student work on a graph display for the the START natural language parser, then running on Symbolics Lisp machines.

## Publications

### **Learn Unity 2014 for iOS Game Development**

Apress

Introduction to mobile game development with the Unity game engine.

Jun 2013

### **Technicat on Software**

self

Collection of software development essays.

Jan 2015