



# PHIL CHU

## TECHNICAT LLC

### ABOUT

Developing software since the 80s

### WORK EXPERIENCE

#### Technicat LLC

 <http://technicat.com>

January 2000 – Present

#### working for myself

Providing consulting and contract software 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.

December  
1993

#### Space Telescope Science Institute

 First Hubble Servicing Mission

Includes a patch flown on the first Hubble servicing mission. Best workplace award ever.

## 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 reimplementaion 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 responsible 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



<http://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.

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](#)