

Phil Chu

Technicat LLC

Las Vegas, Nevada, US

Developing software since the 80s

Experience

working for myself

[Technicat LLC](#)

Jan 2000 - Present

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

working for the man

[various](#)

Jun 1988 - Jun 2001

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

Projects

Developer and publisher

[Talk Dim Sum](#)

Jan 2014 - Present

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

[HyperBowl](#)

Dec 2008 - Dec 2019

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

[Cinefex iPad Edition](#)

Apr 2016 - Present

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

[Emo-Ray vs. the Intergalactic Teddy Bears](#)

Sep 2011 - Dec 2011

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

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

Programmer

[RC Rally](#)

Sep 2011 - Dec 2011

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
CryEngine	Lisp
Godot	Lua
Havok	Objective-C
Qube	Perl
Renderware	PHP
Ren'py	Python
Scaleform	Swift
Unity	Tcl
Unreal	
	Writing
Graphics	English
Direct3D	books
OpenGL	press releases
Processing	

Education

Masters degree, Computer Science
[Johns Hopkins University](#)

Bachelors degree, Computer Science and Engineering
[Massachusetts Institute of Technology](#)

High school degree
[West Senior High School](#)

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

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