

# Phil Chu

Technicat LLC

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

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

[iosdev.space/@technicat](https://iosdev.space/@technicat)

## EDUCATION

### **Masters degree in Computer Science**

Johns Hopkins University

1991 - 1993

### **Bachelors degree in Computer Science and Engineering**

Massachusetts Institute of Technology

1984 - 1988

### **High school degree in Iowa**

West Senior High School

1981 - 1984

## LANGUAGES

English (Native speaker)

Cantonese (Food)

Korean (Kdrama phrases)

## INTERESTS

Cats

Reading

Viewing

Learning

Listening

Playing



## PERSONAL SUMMARY

Developing software since the 80s



## WORK EXPERIENCE

### working for myself

1999 - Present

Technicat LLC

Consulting and contract development, self-publishing apps and games.

### working for the man

1988 - 2001

various

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



## AWARDS

### Leverage for Planning/Scheduling

1999

Interval Logic

They misspelled my name.

### Maritime Simulation Demonstration

1993

ARPA

They misspelled my name, too.

### First Hubble Servicing Mission

1993

Space Telescope Science Institute

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



## PROJECTS

Fedicat - Mastodon/fediverse iOS app in progress, available on Testflight

**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.

**HyperBowling** - Be the ball! A Unity reimplement 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.

**HyperBowling** - 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.



## PUBLICATIONS

### Learn Unity 2014 for iOS Game Development

2013

Apress

Introduction to mobile game development with the Unity game engine.

### Technicat on Software

2014

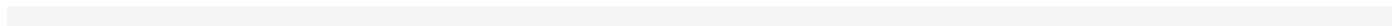
self

Collection of software development essays.

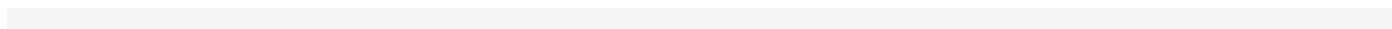


## SKILLS & PROFICIENCY

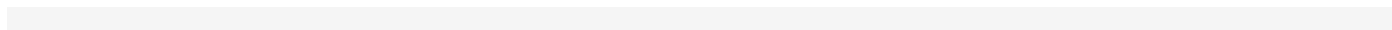
### App Development



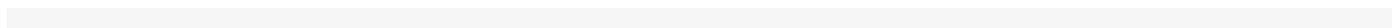
### Game Development



### Graphics



### Programming



### Writing

