Phil Chu
Technicat LLC

Developing software since the 80s

👥 Technicat LLC

📍 Las Vegas, US

🔗 https://technicat.com/

Elsewhere

Github

Toolkit

App Development Game Development Graphics Programming Writing

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Languages

English Cantonese Korean

Overview Experiences 30 Writing 2

Experience activity

March 2016

🧪 Started 1 project

⌥ Cinefex iPad Edition

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

- ● Facilicated 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

December 2013

Started 1 project

🟠 Talk Dim Sum

August 2011

Started 1 project

⅄ **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

Started 1 project

⅄ **RC Rally**

A Playstation Home multiplayer racing game.

🔴 Made some UI fixes just before release

November 2008

Started 1 project

⅄ **HyperBowl**

Be the ball! A Unity reimplementation 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 (crappstores?)

August 2007

Started 1 project

⑂ Blue Mars

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.

May 2007

Started 1 project

⑂ Fugu Games

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).

April 2007

Started 1 project

⑂ Nendo

A nifty 3D modeler originally developed at Nichimen Graphics.

🔴 Updated to work on Windows XP.

August 2006

Started 1 project

⑂ Darkwatch

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)

November 2003

Started 1 project

Tech Deck: Bare Knuckle Grind

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

December 2000

Started 1 project

HyperBowl

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)
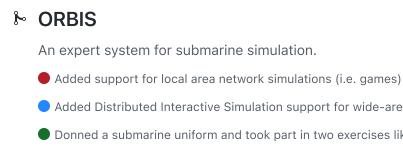
March 1999

Earned 1 award

- Leverage for Planning/Scheduling

December 1999

💼 Joined Technicat LLC

🔵 working for myself

November 1999

⚗️ Started 1 project

⎇ **Neomar**

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

October 1998

⚗️ Started 1 project

🟠 Leverage for Planning

November 1998

⚗️ Started 1 project

🟠 Leverage for Scheduling

August 1997

⚗️ Started 1 project

⎇ **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.

November 1995

Started 1 project

⎇ **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.

September 1993

Earned 1 award

● Maritime Simulation Demonstration

May 1993

Finished 1 degree at Johns Hopkins University

● Masters degree · Computer Science

December 1993

Earned 1 award

● First Hubble Servicing Mission

November 1992

Started 1 project

⑂ 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

October 1990

🧪 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 alas, no takers).

September 1989

🧪 Started 1 project

🟠 Database Accelerator

May 1988

💼 Joined various

🔵 working for the man

🧪 Started 1 project

🟠 DROID

🎓 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

🟠 START

May 1984

🎓 Finished 1 degree at West Senior High School

🟣 High school degree · Iowa