



Developing software since the 80s

I 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) 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

Tirst 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 reimplementation 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 reponsible 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

血 EDUCATION

1991 1993

https://jhu.edu/ Masters degree Computer Science Grade: 3.x Courses Al computer graphics automata algorithms compilers functional programming

1984 1988

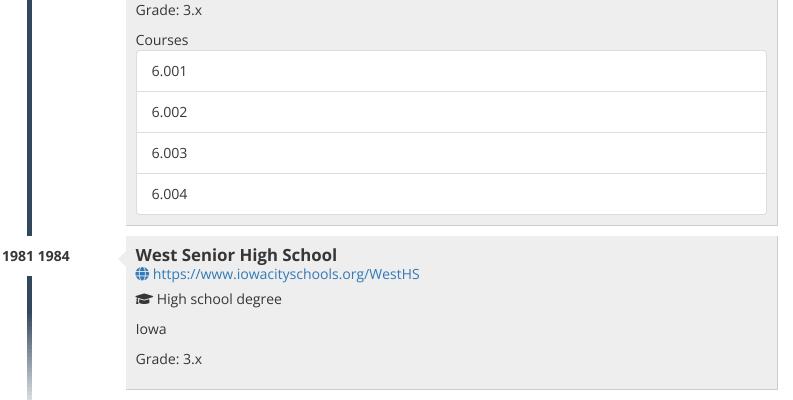
Massachusetts Institute of Technology

https://mit.edu/

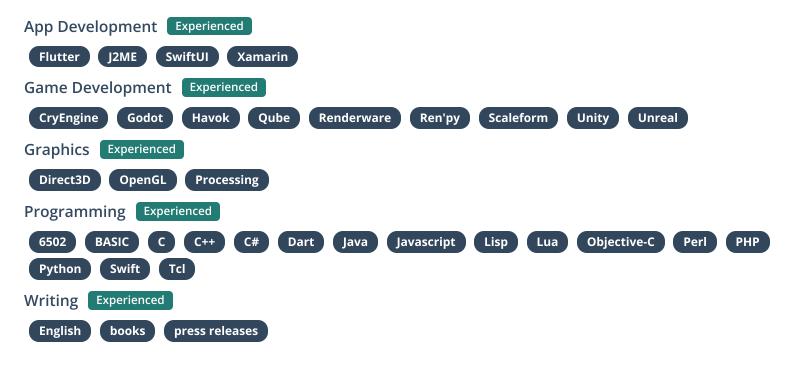
Bachelors degree

Computer Science and Engineering

Johns Hopkins University



E SKILLS



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.

Technicat on Software self 01 January 2015 http://technicat.com/technicat-on-software Collection of software development essays. **INTERESTS**



☑ REFERENCES

I still think you're a good programmer.

Former client

I've got a genius app idea!

Prospective client