

Welcome

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1. About Technicat

[catatonic](#)

Technicat® provides technology consulting and software development expertise. Past clients have included video game developers and publishers, 3D content and audio tool vendors, Internet startups and angel investors.

[We](#) assist organizations in moving from [good to great](#) across a sea change in [search of excellence](#), reach their [tipping points](#) in a [blink](#) and [cross the chasm into the tornado](#) by [monetizing](#) their [core competencies](#) with [agile methods](#).

Blah, blah, blah.

Seriously, we help get cool products to market and try to keep things interesting. [Essays on software development](#) are provided here for your reading pleasure. Random [blogging](#) and [tweeting](#) occurs.

We also develop and publish [Fugu Games®](#) and [HyperBowl®](#)

Technicat, LLC is owned and operated by [Philip Chu](#) in [Huntington Beach, California](#).

2. Company and Client Highlights

games

January 2010

MacLife includes [HyperBowl](#) in the list of [100 Greatest iPhone Apps of 2009](#)

November 2009

Technicat is profiled in AppBoy's [developer-of-the-week interview](#)

September 2009

[Avatar Reality](#) launches open beta of [Blue Mars](#)

December 2008

Technicat licenses [HyperBowl](#) from [Hyper Entertainment](#) for development on the web, iPhone and other platforms

November 2008

[Fugu Games](#) launches iPhone and iPod Touch games on the [App Store](#)

July 2007

[Fugu Games](#) showcases motion-capture animation from [ElektraShock](#)

May 2007

[Fugu Games](#) showcases Java mobile phone games from [Digimana](#)

January 2007

[Shane Nakamura Designs](#) creates logos for Technicat and [Fugu Games](#)

Welcome

October 2006

[Magnasync](#) announces [Genesis™ v3](#)

March 2006

[Realtime Associates](#) collaborates with the [Institute for Creative Technologies](#) in developing [ELECT Bilat](#) with [Unreal technology](#)

August 2005

[Capcom](#) publishes [Darkwatch](#), a vampire-western [XBox](#) and [Playstation 2](#) game from [High Moon Studios](#)

July 2005

[Izware](#) releases [Nendo 1.5](#)

June 2005

Technicat launches [Fugu Games](#)

May 2004

[X Concepts®](#) publishes the first four installments of [Tech Deck: Bare Knuckle Grind](#) developed by [Visionscape Interactive](#)

April 2004

Technicat incorporates as a [California Limited Liability Company](#)