

dandfggv

Developer • Creator • Builder of Digital Beasts

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Summary

Self-taught developer focused on building languages, IDEs, tools, and game systems from scratch. Passionate about low-level control, custom engines, and experimental projects that push beyond “normal” software.

Core Skills

- Custom language and interpreter design (DexLang)
- IDE architecture and GUI tooling (DexIDE)
- Game logic, systems, and small engines
- CLI tools, utilities, and automation
- Reverse engineering and problem solving

Tech Stack

Java Python JavaScript C / C++ DexLang

Selected Projects

DexLang - Custom Programming Language

- Designed and implemented a tiny but powerful language from scratch.
- Built core syntax, runtime behavior, and execution model.
- Focused on clarity, experimentation, and fast iteration.

DexIDE - Full GUI IDE

- Created a custom IDE tailored for DexLang and other experiments.
- Implemented build and run systems, log dumping, and project folder management.
- Designed a clean, focused UI for fast iteration and testing.

Mini Projects & Experiments

- Console games and prototypes, including Snake in DexLang.
- Tools and utilities for development workflows.
- Experimental systems that “shouldn’t exist but do.”

Motto

“Build what doesn’t exist. Break what shouldn’t exist. Create like a beast.”

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