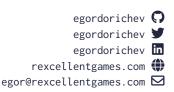
Egor Dorichev

Game Developer



I am a self-taught, actively learning gamedev enthusiast with 7 years of experience in developing fresh and juicy games.

Projects

♦ **Ma Puzzle**. A platformer about bending gravity.

♦ **Antiban**. Sokoban-type game but with pulling mechanics.

♦ Nüllptr. Mario-shooter.

2018 **Curse of the Arrow**. Puzzle-platform about using your weapon for everything.

♦ **Milt**. A puzzle about sliding and presents.

♦ **Corrupted Space**. Gravity-bending platformer, where you clean up the planet.

Other

2019-2020 \diamond **pico8-emulator**. Emulator of PICO-8 console written in C#.

2017-2020 \diamond **TSAB**. A game engine with scripting in lua and lit.

♦ **Lit programming language**. A complete compiler with its own virual machine.

♦ **Byejava**. A Java -> C# compiler.

2017 \diamond **neko8**. A toolkit for creating tiny games in Lua.

Skills

Game Dev \diamond MonoGame, PICO-8, Löve2D, Unity, SDL2, p5.js, Processing, SFML, LibGDX.

Languages \diamond Native Russian and fluent English

Misc. \diamond Bot development for Twitch and Discord, extensive knowledge and usage of Linux.