




# Egor Dorichev

Game Developer

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I am a self-taught, actively learning gamedev enthusiast with 9 years of experience in making innovative and impressive looking games.

## Skills

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|-------------|--|
| Game Dev    | • MonoGame, PICO-8, Löve2D, Unity, SDL2, p5.js, Processing, SFML, LibGDX.  |
| Programming | • C#, Lua, JavaScript, Node.js, HTML/CSS, C, C++, Java, PHP, Python, Bash  |
| Web Dev     | • HTML/CSS, JavaScript, Node.js, React, React Native, Express, MongoDB, MySQL, PHP, Nginx, Apache.   |
| CI/CD       | • TeamCity, Github Actions.  |
| Misc.       | • Extensive level and game design skills, Linux, L <sup>A</sup> T <sub>E</sub> X, bot development for Twitch and Discord. Created & engaged a community of 350+ playtesters. Founded NotSoSolo, a close-knit knowledge sharing community for solo game developers. |

## Projects

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|-----------|--|
| 2017-2022 | • <b>Lit programming language.</b> A programming language with it's own register-based virtual machine. C, Java, Python  |
| 2019-2021 | • <b>pemsa.</b> Emulator for the PICO-8 fantasy console. C, Modified Lua   |
| 2017-2020 | • <b>TSAB.</b> A game engine with scripting in Lua and Lit. C++, Lit, SDL2, Emscripten   |
| 2018-2020 | • <b>Burning Knight.</b> A roguelike game about a goblin looking for his father in the Burning Knight's castle. The game was initially developed in Java, then ported to C# using a self-made Java-to-C# compiler. Released on Steam in June 2020. C#, MonoGame, Java, LibGDX, Box2D |
| 2017-2020 | • <b>Over 20 other games released.</b> I've been a regular participant of <b>Ludum Dare</b> gamejam since 2017, as well as many other jams on itch.io. I've worked both solo, making my own art, music and sounds and in teams.  |
| 2019      | • <b>Lunas.</b> A Lua → JavaScript compiler. JavaScript  |
|           | • <b>Byejava.</b> A Java → C# compiler. Java   |
| 2018      | • <b>Curse of the Arrow.</b> A puzzle-platformer about using your weapon for everything. Lua, Löve2D   |
| 2017      | • <b>neko8.</b> A toolkit for creating tiny games in Lua, inspired by PICO-8. Java, LibGDX, Slick2D, Box2D   |

## Working Experience

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|-----------|--|
| 2013-2022 | • <b>Rexcellent Games.</b> Developed games, created websites, managed communities.                             |
| 2020-2022 | • <b>Cyrillica.</b> Single handedly developed voice synthesis tool used by customers for creating voice overs. |
| 2021      | • <b>Panoramik Games.</b> Worked on development tools and libraries for creating games, set up CI/CD systems.  |