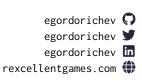
Egor Dorichev

Game Developer



I am a self-taught, actively learning gamedev enthusiast with 9 years of experience in developing fresh and juicy games.

Р	ro	ie	c	tς

2017-2022	Lit programming language. A con	nplete compiler with its own virtual machine.
2019-2021	pemsa. Emulator of PICO-8 console	e written in C.
2017-2020	TSAB . A game engine with scripting	g in lua and lit.
2018-2020	Burning Knight's castle. The gam	ne about a goblin looking for his father in the ne was initially developed in Java, then ported to compiler. Released on Steam in June 2020.
2017-2020		've been a regular participant of Ludum Dare any other jams on itch.io. I've worked both solo, ounds and in teams.
2019	Antiban. Sokoban-type game but w	rith pulling mechanics.
	Byejava . A Java -> C# compiler.	
2018	Curse of the Arrow. A puzzle-platf	former about using your weapon for everything.
2017	neko8 . A toolkit for creating tiny ga	imes in Lua.

Skills

Game Dev <	MonoGame, PICO-8, Löve2D, Unity, SDL2, p5.js, Processing, SFML, LibGDX.
Programming	C#, Lua, JavaScript, Node.js, ŁTEX, HTML/CSS, C, C++, Java, PHP, Python, Bash
Languages	Native Russian and fluent English
Web Dev	HTML/CSS, JavaScript, Node.js, React, React Native, Express, MongoDB, MySQL, PHP, Nginx, Apache.
Community Management	Created & engaged a community of 350+ playtesters over 2 years. Founded NotSoSolo, a close-knit knowledge sharing community for solo gamedevs.
CI/CD <	TeamCity, Github Actions.
Misc.	Bot development for Twitch and Discord, extensive knowledge and usage of Linux, LTEX.

Working Experience

games.

2017-2022	\Diamond	Rexcellent Games . Developed games, wrote websites, managed communities.		
2020-2022	\Diamond	Cyrillica. Single handedly developed voice synthesis tool used by many big corpo-		
		rations.		
2021	\Diamond	Panoramik Games. Worked on development tools and libraries for creating		