Egor Dorichev
Software Developer

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I am a self-taught, actively learning enthusiast with 9 years of experience developing software on Linux.

Projects

2017-2022	◇	**Lit programming language**. A scripting language with its own byte-code based virtual machine. I was always fascinated with compilers and virtual machines, and this project is the result of many years of tinkering with Java and C implementation of the language of my dreams. C, Java, Python
2019-2021	◇	**pemsa**. Emulator for the PICO-8 fantasy console. C, Modified Lua
2017-2020	◇	**TSAB**. A game engine with scripting in Lua and Lit. C++, Lit, SDL2, Emscripten
2020-2022	◇	**VoxQube** A client-server application for speech synthesis.
2018-2020	◇	**Burning Knight**. 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	◇	**Over 20 other games released**. I've been a regular participant of Ludum Dare 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	◇	**Lunas**. A Lua → JavaScript compiler. JavaScript
	◇	**Byejava**. A Java → C# compiler. Was written to port Burning Knight to a new engine. Java
2018	◇	**Curse of the Arrow**. A puzzle-platformer about using your weapon for everything. Lua, Löve2D
2017	◇	**neko8**. A toolkit for creating tiny games in Lua, inspired by PICO-8. First written in Lua, then rewritten in C++. C++, SDL2, Lua, Löve2D
2018	◇	**LastTry**. A study on Java, programming patterns, game development and, by coincidence, a re-implementation of a popular sandbox game Terraria. Java, LibGDX, Slick2D, Box2D

Skills

Programming	◇	C#, Java, Kotlin, Lua, JavaScript, TypeScript, C, C++, PHP, Python, Bash, version control with Git
Web Dev	◇	HTML/CSS, JavaScript, Node.js, React, React Native, Express, MongoDB, MySQL, PHP, Nginx, Apache.
Game Dev	◇	MonoGame, PICO-8, Löve2D, Unity, SDL2, p5.js, Processing, SFML, LibGDX.
Languages	◇	Native Russian and fluent English
CI/CD	◇	TeamCity, Github Actions.
Misc.	◇	Bot development for Twitch and Discord, extensive knowledge and usage of Linux, LaTeX.