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

Games

2017-2019 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, as well as in teams.

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

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

⋄ Nüllptr. Mario-shooter.

♦ **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#.

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

♦ **Byejava**. A Java -> C# compiler.

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

Skills

Game Dev

MonoGame, PICO-8, Löve2D, Unity, SDL2, p5.js, Processing,

SFML, LibGDX.

Languages \diamond Native Russian and fluent English

Web Dev ⋄ HTML/CSS, JavaScript, Nginx, Apache.

community for solo gamedevs.

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