

Egor Dorichev

Software Developer

[egordorichev](#) 

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+7 (981) 141-1297 

[rexcellentgames.com](#) 

egor@rexcellentgames.com 

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

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 ^A T _E 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 | • 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 |
| 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. 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. Java, LibGDX, Slick2D, Box2D |

Working Experience

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