





# Egor Dorichev

Game Developer

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rexcellentgames.com 

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

## Projects

- 2017-2022 ◇ **Lit programming language.** A complete compiler with its own virtual machine.
- 2019-2021 ◇ **pemsa.** Emulator of PICO-8 console written in C.
- 2017-2020 ◇ **TSAB.** A game engine with scripting in lua and lit.
- 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.
- 2017-2020 ◇ **Over 25 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 ◇ **Antiban.** Sokoban-type game but with pulling mechanics.
  - ◇ **Byejava.** A Java -> C# compiler.
  - 2018 ◇ **Curse of the Arrow.** A puzzle-platformer about using your weapon for everything.
  - 2017 ◇ **neko8.** A toolkit for creating tiny games in Lua.

## Skills

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| Game Dev             | ◇ MonoGame, PICO-8, Löve2D, Unity, SDL2, p5.js, Processing, SFML, LibGDX.  |
| Programming          | ◇ C#, Lua, JavaScript, Node.js, $\text{\LaTeX}$ , 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, $\text{\LaTeX}$ .  |

## Working Experience

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