







# Egor Dorichev

Developer

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I am a self-taught, actively learning programming enthusiast with 7 years of experience in developing software on Linux.

## Projects

- 2017-2020 ◇ **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
- ◇ **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 of 2020. C#, MonoGame, Java, LibGDX, Box2D
- 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.
- 2019 ◇ **pico8-emulator.** Emulator of PICO-8 console written in C#. C#, Lua
- ◇ **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#, Lua, JavaScript, Node.js,  $\LaTeX$ , HTML/CSS, C, C++, Java, PHP, Python, Bash
- Web Dev ◇ HTML/CSS, JavaScript, Nginx, Apache.
- Game Dev ◇ MonoGame, PICO-8, Löve2D, Unity, SDL2, p5.js, Processing, SFML, LibGDX.
- Languages ◇ Native Russian and fluent English
- Community Management ◇ Creating & engaging a community of 350+ playtesters over 2 years. Founding member of NotSoSolo, a close knit knowledge sharing community for solo gamedevs.
- Misc. ◇ Bot development for Twitch and Discord, extensive knowledge and usage of Linux.