Egor Dorichev

Game Developer

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I am a self-taught, actively learning gamedev enthusiast with 9 years of experience in making innovative and impressive looking games.

Working Experience

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.

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 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	◇	**Antiban**. Sokoban-type game but with pulling mechanics.
	◇	**Byejava**. A Java → C# compiler.
	◇	**Lunas**. A Lua → JavaScript 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

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
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 Not-SoSolo, 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, LaTeX.