Egor Dorichev
Game Developer

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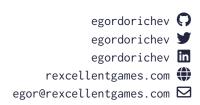egor@rexcellentgames.com

I am a self-taught, actively learning gamedev enthusiast with 7 years of experience in developing fresh and juicy games.

Projects

Games

2018-2020	◇	**Burning Knight**. A roguelike game a goblin, looking for his father in the Burning Knight's castle. The game was initially developed in Java, then ported to C# using self-made Java-to-C# compiler. Released on Steam in June of 2020.
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	◇	**The Way**. A puzzle made for Rami Ismail's meditation games.
	◇	**Ma Puzzle**. A platformer about bending gravity.
	◇	**Antiban**. Sokoban-type game but with pulling mechanics.
	◇	**Nüllptr**. Mario-shooter.
2018	◇	**Curse of the Arrow**. Puzzle-platform about using your weapon for everything.
	◇	**Milt**. A puzzle about sliding and presents.
	◇	**Corrupted Space**. Gravity-bending platformer, where you clean up the planet.

Other

2019-2020	◇	**pico8-emulator**. Emulator of PICO-8 console written in C#.
2017-2020	◇	**TSAB**. A game engine with scripting in lua and lit.
	◇	**Lit programming language**. A complete compiler with its own virual machine.
2019	◇	**Lunas**. A Lua -> JavaScript compiler.
	◇	**Byejava**. A Java -> C# compiler.
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, LaTeX, HTML/CSS, C, C++, Java, PHP, Python, Bash
Languages	◇	Native Russian and fluent English
Web Dev	◇	HTML/CSS, JavaScript, Nginx, Apache.
Misc.	◇	Bot development for Twitch and Discord, extensive knowledge and usage of Linux.