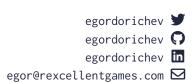
Egor Dorichev

Game Developer



I am an actively learning gamedev enthusiast with extensive experience developing fresh and juicy games.

Projects

Projects		
Games		
2018-2020	<	Burning Knight . Roguelike about being a goblin and stealing stuff. The game was written in Java, then ported to C# using self-made Java-to-C# compiler. It was released on Steam in June of 2020.
2017-2019	<	Over 20 other games released. Developed mostly on gamejams.
2019	\Diamond	The Way. A puzzle made for Rami Ismails meditation games.
	\Diamond	Ma Puzzle. Change gravity to move everyone and everything around.
	\Diamond	ORUL. A game about you and your reflection.
	\Diamond	Antiban. Sokoban but about pulling.
	\Diamond	Nüllptr. Mario-shooter.
2018	\Diamond	Curse of the Arrow . Puzzle-platform about using your weapon for everything.
	\Diamond	Milt. Puzzle about sliding and presents.
	\Diamond	Corrupted Space. Gravity-bending platformer.
2016-2018	\Diamond	LastTry. Java implementation of a popular game, Terraria.
Other		
2019-2020	\Diamond	pico8-emulator. Emulator of PICO-8 console in C.
2017-2020	\Diamond	TSAB. Lua, later lit based engine.
	\Diamond	Lit language. A complete compiler with its own virual machine.
2019	\Diamond	Lunas. Lua -> JavaScript compiler.
	\Diamond	Byejava . Java -> C# compiler.
2017	\Diamond	neko8. Fantasy console in Lua.
	\Diamond	rexcellentgames.com. Personal blog and list of projects.
2014	\Diamond	EOS. Super basic operating system.

Skills

Languages	♦ Native Russian and fluent English
Programming	♦ C#, Lua, JavaScript, Node.js, Ł̃TŁX(used for this document), HTML/CSS, C, C++, Java, PHP, Python, Bash
Game Dev	♦ MonoGame, PICO-8, Löve2D, Unity, SDL2, p5.js, Processing, SFML, LibGDX.
Web Dev	♦ HTML/CSS, JavaScript, Nginx, Apache.
Misc.	 Bot development for Twitch and Discord, extensive knowledge and usage of Linux.