







Egor Dorichev

Software Developer

egordorichev 
egordorichev 
egordorichev 
+7 (981) 141-1297 
rexcellentgames.com 
egor@rexcellentgames.com 

I am a self-taught, actively learning enthusiast with 7 years of experience 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
- 2018-2020 ◇ **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 2020. C#, MonoGame, Java, LibGDX, Box2D
- 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 ◇ **pico8-emulator.** Emulator for the PICO-8 fantasy console. 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#, Java, Kotlin, Lua, JavaScript, TypeScript, C, C++, PHP, Python, Bash, version control with Git
- Web Dev ◇ HTML/CSS, JavaScript, Node.js, PHP, SQL, Nginx, Apache.
- Game Dev ◇ MonoGame, PICO-8, Löve2D, Unity, SDL2, p5.js, Processing, SFML, LibGDX.
- Languages ◇ Native Russian and fluent English
- Misc. ◇ Bot development for Twitch and Discord, extensive knowledge and usage of Linux.