




Egor Dorichev

Game Developer

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I am a self-taught, actively learning gamedev enthusiast with 9 years of experience in developing fresh and juicy games.

Working Experience

- 2013-2022 ◇ [Rexcellent Games](#). Developed games, created websites, managed communities.
- 2020-2022 ◇ [Cyrillica](#). Single handedly developed voice synthesis tool used by many big corporations.
- 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, LövezD, 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, 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 .