

Egor Dorichev

Game Developer

egordorichev 

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

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 ◇ **The Way**. A puzzle made for Rami Ismail's meditation games.
- ◇ **Ma Puzzle**. Change gravity to move everyone and everything around.
- ◇ **ORUL**. A game about you and your reflection.
- ◇ **Antiban**. Sokoban but about pulling.
- ◇ **Nüllptr**. Mario-shooter.
- 2018 ◇ **Curse of the Arrow**. Puzzle-platform about using your weapon for everything.
- ◇ **Milt**. Puzzle about sliding and presents.
- ◇ **Corrupted Space**. Gravity-bending platformer.
- 2016-2018 ◇ **LastTry**. Java implementation of a popular game, Terraria.

Other

- 2019-2020 ◇ **pico8-emulator**. Emulator of PICO-8 console in C.
- 2017-2020 ◇ **TSAB**. Lua, later lit based engine.
- ◇ **Lit language**. A complete compiler with its own virtual machine.
- 2019 ◇ **Lunas**. Lua -> JavaScript compiler.
- ◇ **Byejava**. Java -> C# compiler.
- 2017 ◇ **neko8**. Fantasy console in Lua.
- ◇ **rexcellentgames.com**. Personal blog and list of projects.
- 2014 ◇ **EOS**. Super basic operating system.

Skills

- Languages ◇ Native Russian and fluent English
- Programming ◇ C#, Lua, JavaScript, Node.js, \LaTeX (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.