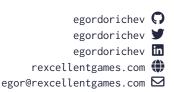
Egor Dorichev

Game Developer



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

Projects

Games

♦ Burning Knight. A roguelike game about a goblin looking for his father in the 2018-2020 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 of 2020.

Over 20 other games released. I've been a regular participant of Ludum Dare 2017-2019 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#.

♦ **TSAB**. A game engine with scripting in lua and lit. 2017-2020

♦ **Lit programming language**. A complete compiler with its own virual machine.

♦ **Lunas**. A Lua -> JavaScript compiler. 2019

♦ **Byejava**. A Java -> C# compiler.

 neko8. A toolkit for creating tiny games in Lua. 2017

Skills

Game Dev ♦ MonoGame, PICO-8, Löve2D, Unity, SDL2, p5.js, Processing, SFML, LibGDX.

Programming ♦ C#, Lua, JavaScript, Node.js, ŁTĘX, HTML/CSS, C, C++, Java, PHP, Python, Bash

 Native Russian and fluent English Languages

Web Dev ♦ HTML/CSS, JavaScript, Nginx, Apache.

Community Management ♦ Creating & engaging a community of 350+ playtesters over 2 years. Founding member of NotSoSolo, a close knit knowledge sharing

community for solo gamedevs.

♦ Bot development for Twitch and Discord, extensive knowledge and Misc.

usage of Linux.