







Egor Dorichev

Game Developer

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

Projects

Games

- 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 ◇ **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.** A puzzle-platformer 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#.
- 2017-2020 ◇ **TSAB.** A game engine with scripting in lua and lit.
 - ◇ **Lit programming language.** A complete compiler with its own virtual machine.
- 2019 ◇ **Lunas.** A Lua -> JavaScript compiler.
- ◇ **Byejava.** A Java -> C# compiler.
- 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, L^AT_EX, HTML/CSS, C, C++, Java, PHP, Python, Bash
- Languages ◇ Native Russian and fluent English
- Web Dev ◇ HTML/CSS, JavaScript, Nginx, Apache.
- Community Management ◇ Created & engaged a community of 350+ playtesters over 2 years. Founded NotSoSolo, a close-knit knowledge sharing community for solo gamedevs.
- Misc. ◇ Bot development for Twitch and Discord, extensive knowledge and usage of Linux.