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Richard Delorme,

a French biologist working in the forest management, Ph.D. in human biology from [Claude Bernard University Lyon 1](#) in 1997 ^[1], software developer, and games and chess programmer. He is author of the strong [Othello](#) program [Edax](#) written in [C](#) ^[2], co-author of the Othello program *Cassio* ^[3], and author of the [UCI](#) compliant chess engines [Amoeba](#) and its didactic eased counterpart [Dumb](#), both written in the [D programming language](#) ^[4] ^[5].

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- [Performance: linux vs Windows vs Mac OS X](#) by [Richard Delorme](#), [CCC](#), November 21, 2009
- [SEE](#) by [Richard Delorme](#), [CCC](#), February 13, 2014
- [amoeba a new UCI engine](#) by [Richard Delorme](#), [CCC](#), May 20, 2016
- [sprt tourney manager](#) by [Richard Delorme](#), [CCC](#), January 24, 2017 » [Amoeba Tournament Manager](#), [SPRT](#)

External Links

- [abulmo \(Richard Delorme\) · GitHub](#)
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- [Richard Delorme | Facebook](#)

References

1. [^ Richard Delorme | LinkedIn](#)
2. [^ GitHub - abulmo/edax-reversi](#)
3. [^ Cassio - Play Othello on Macintosh](#)
4. [^ GitHub - abulmo/amoeba: an UCI chess engine in d language](#)
5. [^ Re: Dumb 1.0 UCI by Richard Delorme](#) by [Richard Delorme](#), [CCC](#), September 27, 2017

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