

ALEXANDER CHUBAR

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EDUCATION

Charles University <i>Master Degree: Computer Science - Visual Computing and Game Development.</i>	October 2020 – September 2024 <i>Prague, Czech Republic</i>
Moscow State University of Civil Engineering <i>Specialist Degree: Construction Of Unique Buildings and Structures.</i>	September 2013 – July 2019 <i>Moscow, Russia</i>

PROJECTS

CRL <i>Personal Project</i> Balatro inspired rogue-like slots game made in Unity.	2025 <i>Berlin, Germany</i>
2.5D ARPG <i>Personal Project</i> The project focused on enhancing my Unity 3D skills, specifically in 3D physics, lighting, shaders, and sound.	2024 – 2025 <i>Berlin, Germany</i>
GPT JRPG <i>Charles University, Diploma Thesis</i> This Diploma Thesis project explores using large language models for procedural content generation for a game made in Unity. https://github.com/AIChubar/GPTJRPG .	2023 – 2024 <i>Prague, Czech Republic</i>
Lords of Hatred <i>Charles University</i> Single-player boss-fighting game made in Unity - https://achubar.itch.io/loh .	2023 <i>Prague, Czech Republic</i>
Details Please <i>Charles University Matfyz Spring Game Jam</i> Management game made in Unity for the Game Jam - https://tk07.itch.io/details-please .	2023 <i>Prague, Czech Republic</i>
Demons Fight Tactics <i>Charles University</i> Single-player auto-battler game made using SDL and C++ - https://github.com/AIChubar/DFT .	2022 <i>Prague, Czech Republic</i>
Flowerized <i>Charles University, Acid Growth Games</i> 3D Farming Simulator made in UE5. My responsibilities in the group project: Implementing UI, Dialogue and Story, Game Design Document, Gameplay Programming, Quest System. https://acidgrowthgames.itch.io/flowerized . Password - plant_assembling.	2021 – 2022 <i>Prague, Czech Republic</i>

WORK EXPERIENCE

Technician – National Research Institute of Building Physics <i>Specialist thesis full-time internship</i> Data processing in MATLAB; Development of vibration isolation solutions; Engineering simulations in ANSYS; Vibration field trials.	February 2019 – June 2019 <i>Moscow, Russia</i>
Engineer – Company: JSC "31 GPISS" <i>Full-time</i> Development of construction documentation; Performing structural calculations; Consulting CAD solutions.	September 2019 – July 2020 <i>Moscow, Russia</i>

SKILLS

- Programming languages: C/C++, Java, Kotlin, C#
- Engineering tools: OpenGL, SDL, libGDX, UE4/UE5, Unity

EXPERTISE

- Mathematics
- Data Processing and Visualization
- Procedural Content Generation
- Game UI/UX
- Game Design
- Narrative Design
- Gameplay Programming
- Game Mechanics
- AI for Games
- Prompt Engineering
- Prototyping
- Computer Graphics

INTERESTS

Game design, video games, board games, weightlifting, tennis, cooking, bartending.