

ALEXANDER CHUBAR

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EDUCATION

Charles University

Master Degree: Computer Science - Visual Computing and Game Development.

October 2020 – September 2024

Prague, Czech Republic

Moscow State University of Civil Engineering

Specialist Degree: Construction Of Unique Buildings and Structures.

September 2013 – July 2019

Moscow, Russia

PROJECTS

GPT JRPG

2023 – 2024

Charles University, Diploma Thesis

Prague, Czech Republic

This Diploma Thesis project explores using large language models for procedural content generation for a game made in Unity.

<https://github.com/AIChubar/GPTJRPG>.

Lords of Hatred

2023

Charles University

Prague, Czech Republic

Single-player boss-fighting game made in Unity - <https://achubar.itch.io/loh>.

Details Please

2023

Charles University Matfyz Spring Game Jam

Prague, Czech Republic

Management game made in Unity for the Game Jam - <https://tk07.itch.io/details-please>.

Demons Fight Tactics

2022

Charles University

Prague, Czech Republic

Single-player auto-battler game made using SDL and C++ - <https://github.com/AIChubar/DFT>.

Flowerized

2021 – 2022

Charles University, Acid Growth Games

Prague, Czech Republic

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.

WORK EXPERIENCE

Technician – National Research Institute of Building Physics of The Russian Academy of Architecture and Construction Sciences

February 2019 – June 2019

Specialist thesis full-time internship

Moscow, Russia

Data processing in MATLAB; Development of vibration isolation solutions; Engineering simulations in ANSYS; Vibration field trials.

Engineer – Company: JSC "31 GPISS"

September 2019 – July 2020

Full-time

Moscow, Russia

Development of construction documentation; Performing structural calculations; Consulting CAD solutions.

SKILLS

- Programming languages: C/C++, Java, 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.