ALEXANDER CHUBAR
Unity Developer

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SUMMARY

Unity game developer with three years of experience interested in indie game development, specialized in narrative driven games, procedural generation, gameplay programming, and prototyping.

SKILLS

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

EXPERTISE

- Procedural Content Generation
- Unity Scripting
- Gameplay Programming
- Game UI/UX
- Game Design
- Observer Pattern
- ScriptableObject Architecture
- AI for Games
- Narrative Design
- Coroutines & Async Programming
- Version Control
- Computer Graphics

EXPERIENCE

Freelance Unity Developer
Upwork

Unity 3D projects. (August 2025 - Present)
Unity - C#

- Built a custom 3D painting application
- Resolved URP rendering and shader issues in an existing project
- Integrated in-app purchasing system for a Unity Android application (full setup)

CRL
In development

Balatro-inspired roguelike slot game. (2025)
Unity - C#

- Developed custom slot machine backend for symbol matching and payout algorithms
- Implemented architecture using ScriptableObjects for configuration and reusability
- Used test-driven development to verify correctness of win conditions and payout logic
- Applied Observer Pattern to decouple UI from game state logic

GPT JRPG
https://github.com/AIChubar/GPTJRPG

GPT-driven JRPG created as part of a Master's thesis. (2023–2024)
Unity - C# - OpenAI API - Python

- Explored procedural content generation using LLMs
- Implemented turn-based combat
- Integrated Python tools with Unity
- Engineered prompts to generate quests, dialogue, and narrative elements
- Conducted research on LLM-driven game design

Lords of Hatred
https://achubar.itch.io/loh

Single-player Boss-Fighting Game. (2023)
Unity - C#

- Developed a complete combat loop with boss encounters
- Created UI for character progression shop
- Implemented centralized audio manager
- Focused on maintainable architecture through editor tools and reusable code
- Used ScriptableObjects and object pooling to organize and optimize gameplay systems
- Designed visual effects using shaders and particle systems

Details Please
https://tk07.itch.io/details-please

Management Game. (2023)
Unity - C#

- Was created as a part of Game Jam
- Developed in a small team under time constraints
- Implemented UI and controls for management gameplay
- Developed core gameplay system for people management

Flowerized
https://acidgrowthgames.itch.io/flowerized

3D Farming Simulator. (2021 – 2022)
Unreal Engine 5 - C++

- Team project presented at "Day of Science" conference
- Developed structured quest and dialogue systems
- Used C++ in UE4 to manage high-level systems within an interactive application
- Focused on system design for progression logic and user interaction

EDUCATION

Charles University
October 2020 – September 2024
Master's Degree: Computer Science - Visual Computing and Game Development.
Prague, Czech Republic

Moscow State University of Civil Engineering
September 2013 – July 2019
Specialist Degree: Construction Of Unique Buildings and Structures.
Moscow, Russia