Alexander Chubar

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Summary

Game developer with a background in civil engineering, specialized in procedural generation, gameplay programming, and Unity/Unreal prototyping.

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

Projects

CRL — 2025
Personal Project — *Berlin, Germany*

Roguelike Slot Game (Unity, in development): Designing and building a Balatro-inspired roguelike centered on slot machine mechanics. Developed a custom backend for symbol generation and win evaluation, with modular item and event systems. Used test-driven development to verify correctness of win conditions and payout logic.

GPT JRPG - https://github.com/AIChubar/GPTJRPG — 2023 – 2024
Charles University, Diploma Thesis — *Prague, Czech Republic*

GPT-Powered JRPG Prototype (Unity + Python): Explored procedural content generation using GPT API for a turn-based combat JRPG. Integrated Python tools with Unity, engineered prompts to generate quests, dialogue, and narrative elements, and conducted research on LLM-driven game design.

Lords of Hatred - https://achubar.itch.io/loh — 2023
Charles University — *Prague, Czech Republic*

Single-player Boss-Fighting Game (Unity): Developed a complete combat loop with boss encounters, UI, and sound management. Created tools via editor scripts and 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 — 2023
Charles University Matfyz Spring Game Jam — *Prague, Czech Republic*

Management Game (Unity, Game Jam): Developed in a small team under time constraints. Contributed to scripting core gameplay systems and prototyping mechanics in Unity.

Demons Fight Tactics - https://github.com/AIChubar/DFT — 2022
Charles University — *Prague, Czech Republic*

Single-player Auto-Battler (C++/SDL): Built a playable prototype with automated combat, a unit shop, and increasing difficulty. Implemented a custom game loop and basic 2D visuals using SDL.

Flowerized - https://acidgrowthgames.itch.io/flowerized — 2021 – 2022
Charles University, Acid Growth Games — *Prague, Czech Republic*

3D Farming Sim (UE5): Led game design on this team-developed project. Authored the game design document and narrative content. Contributed to the inventory system and implemented UI, quest, and dialogue features.

Work Experience

Technician – National Research Institute of Building Physics — February 2019 – June 2019
Specialist thesis full-time internship — *Moscow, Russia*

Data processing in MATLAB, 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, Kotlin, C#
- Engineering tools: OpenGL, SDL, libGDX, UE4/UE5, Unity

Expertise

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