

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

EXPERIENCE

CRL

In development

Balatro-inspired roguelike slot game. (2025)

Unity - C#

- Developed custom slot machine backend for symbol generation and win evaluation
- Implemented modular item system using ScriptableObjects
- Used test-driven development to verify correctness of win conditions and payout logic
- Used the Observer pattern to decouple UI updates from gameplay logic

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
- Created tools via editor scripts
- Used ScriptableObjects and object pooling to organize and optimize gameplay systems
- Designed visual effects using shaders and particle systems

Demons Fight Tactics

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

Single-player Auto-Battler. (2022)

SDL - C++

- Implemented a custom game loop and basic 2D visuals using SDL
- Built a playable prototype with automated combat, a unit shop, and progressing difficulty

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

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
- Authored the game design document and narrative content
- Implemented UI, quest, and dialogue systems
- Designed the core gameplay to align with the main quest line and narrative progression

EDUCATION

Charles University

Master's 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