Alexander Chubar

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Education

Charles University October 2020 – September 2024
Master 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*

Balatro inspired rogue-like slots game made in Unity. Skills: Dependency Injection, Test Driven Development, Game Mathematics, Interface Game, Event System, Object Pooling, Item System, Animation.

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

This Diploma Thesis project explores using large language models for procedural content generation for a JRPG game made in Unity. Skills: Turn-Based Game, GPT API, Prompt Engineering, Python, Writing, Research.

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

Single-player boss-fighting game made in Unity. Skills: Gameplay Loop Design, Shaders, Object Pooling, Scriptable Objects, UI, Scripting, Editor Scripts, Sound Management, Particle System.

Details Please - https://tk07.itch.io/details-please 2023
Charles University Matfyz Spring Game Jam *Prague, Czech Republic*

Management game made in Unity for Game Jam. Skills: Team Collaboration, Unity, Prototyping, Scripting.

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

Single-player auto-battler game made using SDL and C++. Skills: Entity Component System, Game Loop, Visualization, Game Progression.

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

3D Farming Simulator made in UE5. Skills: UI Implementation, Dialogue and Story, Game Design Document, Gameplay Programming, Quest System, Inventory System.

Work Experience

Technician – National Research Institute of Building Physics 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, 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