ALEN RUBINIC

GAME DESIGNER

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📍 Prague, Czechia

🌐 https://nefferoni.com/

PROFILE

Proactive game designer of 4 years of experience with a focus on **system design** and comprehensive **documentation,** who loves moving things towards the finish line. Happy to collaborate with amazing people and push myself in order to grow professionally and as a game designer. Highly collaborative, able to lead across departments and improve pipline, orchestrate whole games, or focus down on a single feature that needs to be perfected.

My experience is working with game teams of 10-20 people.

WORK EXPERIENCE

■ Aug 2023 - PRESENT
Prague, Czechia (6thbase)

Lead Game Designer

"IL" and **(unannounced)**
- Communicated with the stakeholder and presented options to bring their vision into reality.
- Successfully pitched a new game project, finished pre-production and entered production, with goal of reusing our existing code for high ROI.
- Worked on liveOps plan, progression, monetization, economy flow, narrative design, and finalizing systems.
- Directed department leads, and oversaw production.
- Guided two designers to create rapid prototypes, prepare documentation and support implementation by developers and artists on two games.

■ Aug 2022 - Aug 2023
Remote (6thbase)

Game Designer

"IL" (Turn-based RPG Mobile Gacha)
To Be Released: Q1 2026
- Revitalized a project out of development hell.
- Designed core game features and systems, plotting player's progression journey through the game.
- Tuned balance and designed economy flow.
- Designed new units based on ready assets.
- Grayboxed UX of systems in Figma for faster pipeline.
- Unified all documents and built a GDD from scratch.

SIDE PROJECTS

Jun 2024 - present
We Are But Blood and shadow
- Webtoon story writing with 20k subs, based on my D&D campaign

May 2022
Lightbringer
- Designed and prototyped a puzzle exploration game for Black & White game jam in Unreal Engine 5

SKILLS

- Project Management
- Leadership
- Communication
- Problem Solving
- Creative Writing
- Documentation
- Adaptability
- UX/UI

TOOLKIT

Core: Asana, Confluence, Google Docs, Google Sheets, Figma, Git, Unity, Unreal Engine 5

Extra: Photoshop, Substance Painter, ComfyUI, Blender (basic)

LANGUAGES

- English
- Croatian
- Czech (basic)

EXTRAS
GAME DESIGNER

📞 hello recruiter

hope you're having a nice day

WORK EXPERIENCE

Nov 2022 - Apr 2023
Remote | Freelance
Future Content Designer

3rd person MOBA
- Assisted with progression system design.
- Guided future direction and features of the project.
- Playtested and offered solutions to crucial problems.

Jun 2022 - Nov 2022
Remote | Contract
UE Blueprint Programmer

Online co-op ARPG.
- Created Class Abilities through Unreal Engine Blueprints
- Assisted with character class design and balance.

May 2016 - Sep 2022
Remote | Self Employed
Founder / Texture Artist

- Created and sold user generated assets for the Second Life virtual world platform, with over 130,000 product sales.
- Used Photoshop and Substance Painter to create cosmetics.
- Collaborated with 3D artists, and with developers.
- Ensured customer satisfaction with great customer support coverage and rapid response time.
- Product publishing, marketing, and event collabs.

DESIGN

- System Design
- Economy Design
- Combat Design
- Narrative Design
- Progression
- Monetization
- LiveOps Strategy
- UE Blueprints (coding)

INTERESTS

- Writing
- Dungeons & Dragons
- Skiing
- Computer Hardware
- Improv