

ALEN RUBINIC

GAME DESIGNER

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PROFILE

Proactive game designer with 5 years of experience, with a focus on system design, progression, documentation, and leadership. I bring passion towards making great games and taking responsibility to deliver them on time. I have collaborated with cross-team departments, and have worked with teams of up to 25 people.

WORK EXPERIENCE

Interstellar Legends Lead Game Designer
6thbase (Prague)

08/2023 – 02/2026
2 years, 8 months

To Be Released: March 2026

Genre: Mobile 2D Turn-based Gacha RPG

- Communicating with stakeholders, ensuring vision and requirements are fulfilled.
- Overseeing two designers, guiding department leads, creating cross-department tasks.
- Designing new major systems, updating previous systems.
- Balancing progression, economy, and team data.
- Providing sketches and UX, collaborating with artists and developers.

SoF (Cancelled) Lead Game Designer
6thbase (Prague)

10/2024 – 10/2025

- Pitched a modular spinoff project and led it from preproduction through roadmap and asset list creation, prototyping, documentation for approval, to full production.
- Managed cross-departmental leads to define core systems, design guidelines, LiveOps strategy, monetization, and narrative foundations.
- Documented all menus, directed UX prototyping in Figma.
- Overseeing the narrative department and collaborating on the story and worldbuilding.

Interstellar Legends Game Designer
6thbase (Remote)

08/2022 – 08/2023
1 year

Genre: Mobile 2D Turn-based Gacha RPG

- Revitalized a project by solving core game loop and core system issues.
- Designed new unit stats and skills based on existing unit mechanics.
- Tuned unit balance and designed economy flow.
- Unified all documents and created Confluence for the project.

Avengard Content Designer

Freelance

11/2022 – 04/2023

6 months

Genre: 3rd person MOBA

- Assisted with the progression system.
- Prepared potential modes and events of the project.
- Playtested and offered solutions to critical network problems.

Technical Prototype UE Blueprint Programmer

Contract

06/2022 – 11/2022

6 months

Genre: Co-op ARPG.

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

PROJECTS

We are but Blood and Shadow *Writer / DM*

06/2024 – Present

1 year, 9 months

Genre: Fantasy, Drama

- Story writing and worldbuilding for a Webtoon based on my D&D campaign.
- Reached 151k YT subscribers, and 22k webtoon subscribers.
- Providing input on storyboards

TOOLKIT

- **Project:** Asana, Confluence, Google Docs, Git, Jira
- **Design:** Google Sheets, Excel, Figma, Unity, Unreal Engine, Blueprints (UE)
- **Software:** Photoshop, Substance Painter, Blender (beginner)
- **Project Management:** Agile (Kanban, Scrum), Waterfall, team leadership (5-15), stakeholder communication, task assignment and prioritization, running meetings, managing remote teams.
- **Production:** Strategy roadmapping, milestone planning, asset list creation, pipeline and workflow optimization, risk mitigation, identifying and resolving blockers.

LANGUAGES

- **English** (C2)
- **Croatian** (Native)
- **Czech** (basic)