




Sebastião "Sam" Casaleiro

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 sam.freelancepolice.org

ABOUT ME

Enthusiastic game designer and software developer with a passion for unique and innovative user experiences.

I blend creativity with technical expertise to create engaging and meaningful projects. Dedicated, always learning, and driven to push ideas further.

EDUCATION

- Instituto Politécnico de Leiria - 2018/2019
Digital Games and Multimedia
- Cologne Game Lab TH Koln - 2019/2023
Digital Games - Game Design BA
Bachelor Thesis:
*Letting Players Draw Their Own Character:
Artistic Expression VS Gameplay Strategy*

SKILLS

Game Design / Development Unity, Unreal, Godot

Level Design Blender, Hammer, TrenchBroom, Tiled, LDtk

Programming C#, C++, Java, Python, JavaScript

Graphics Photoshop, Illustrator, Blender, Premier Pro

Version Control Git, GitHub, GitLab

Project Management Jira

LANGUAGES

Portuguese - Native

French - B2

English - C2

German - A2

HOBBIES

TTRPGs / Board Games **Music/Guitar**

Video Production **Tennis**

Web Design **Wood Carving**

EXPERIENCE

2025 - VOID Software

Software development for 3D printing. Responsibilities include UI/UX, 3D interactions, and complex algorithms.

2024 - Hat Boy: Exploration/Narrative Micro-Game

Micro game for the Nintendo GameBoy. Designed, created art, wrote narrative. Developed in GB Studio in 2 weeks. Released on itch.io.

2023 - Chroma Mancer: Graduation Game Project

Designed and programmed mechanics, skills, enemies, weapons, upgrades. Designed UI and sprite art. Developed in 4 months in Unity. Released on chroma-mancer.com

2022 - Working Class Heroes

Designed and wrote historical narrative game for MUAR Museum, Luxembourg. Developed in 3 months in Unity.

2021 - Created a Quake Campaign

Prototyped, designed, and polished 3 interconnected levels in 3 months in TrenchBroom/Quake Engine. Released on sam.freelancepolice.org

2020 - Micro Mike: Experimental Covid Game

Designed and programmed weapons, levels, and enemy AI in 3 months in Unity. Released on itch.io.

2019 - Skulls & Mines: Arcade Survival Game

Designed & programmed survival mechanics in 1 week. Released on itch.io.

2019 - 20: Twitch-Reaction Dodging Game

Designed & programmed short addictive game in 2 weeks. Released on itch.io.

2016 - 5-Star Mod for Civilization V (~50k views)

Designed Civilisation with unique buildings, units, mechanics. Released on [Steam Workshop](https://steamworkshop.com).

For more details and projects, check out my website: sam.freelancepolice.org