



# Sebastião "Sam" Casaleiro



Köln, Germany



+49 151 42811256 / +351 918 063 685



sebastiancc.info@gmail.com



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.

Currently working on innovative multi-purpose 3D printing software at [VOID](#).

## EDUCATION

- Instituto Politécnico de Leiria - 2018/2019**  
Digital Games and Multimedia
- Cologne Game Lab TH Köln - 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, Scrum, Kanban

## LANGUAGES

**Portuguese** - Native

**French** - B2

**English** - C2

**German** - A2

## HOBBIES

**TTRPGs / Board Games** **Music/Guitar**

**Video Production** **3D Printing**

**Web Design** **Wood Carving**

## EXPERIENCE

### 2025 - Innovative 3D Printing Scientific Paper

I wrote a peer-reviewed scientific paper explaining in detail an innovative automated algorithm capable of generating toolpaths for cement 3D printing.

### 2024-Present - 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](#).

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

Designed Civilisation with unique buildings, units, mechanics. Released on [Steam Workshop](#).

For more details and projects, check out my website: [sam.freelancepolice.org](#)