




Sebastião "Sam" Casaleiro

 Köln, Germany

 +351 918 063 685

 sebastiancc.info@gmail.com

 sam.freelancepolice.org

ABOUT ME

Enthusiastic game design graduate with programming skills in Unity/C# and a passion for crafting immersive player experiences. Seeking an internship or entry-level game designer role to leverage academic training and contribute to a dynamic team.

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

Game Programming C#, C++, Python, JavaScript

Version Control Git, GitHub, GitLab

Project Management

LANGUAGES

Portuguese - Native

French - B2

English - C2

German - A2

HOBBIES

TTRPGs / Board Games **Music/Guitar**

Video Production **Tennis**

Web Design **Wood Carving**

PROJECTS

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

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

2019 - Created 75 Duck Game levels 

Designed action-packed levels with custom tilesets. Released on [Steam Workshop](#).

2019 - 20: Twitch-Reaction Dodging Game 


Designed & programmed short addictive game in 2 weeks. Released on [itch.io](#).

2019 - Skulls & Mines: Arcade Survival Game 


Designed & programmed survival mechanics in 1 week. Released on [itch.io](#).

2020 - Micro Mike: Experimental Covid Game 

Designed and programmed weapons, levels, and enemy AI in 3 months in Unity. Released on [itch.io](#).

2021 - Created a Quake Campaign 

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

2022 - Working Class Heroes 

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

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](#)

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](#).

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