



Sebastião "Sam" Casaleiro



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ABOUT ME

Enthusiastic developer with a passion for intuitive, bold, and stylish user experiences and design. Skilled across many fields and always eager to learn and improve.

Currently working on innovative cutting-edge 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

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

Web Development React, SvelteKit, HTML, CSS, NGINX

Web Design / Graphic Design Illustrator, PS, Figma

Game Development Unity, Unreal, Godot, GameBoy

Version Control Git, GitHub, GitLab, Jira

Hosting / Web Services GCP, MS Azure, AWS, Linux

LANGUAGES

Portuguese - Native

French - B2

English - C2

German - A2

HOBBIES

TTRPGs / Board Games **Music/Guitar**

Video Production **Tennis**

3D Printing **Wood Carving**

PROJECTS

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 developer for 3D printing. Responsible for advanced computational geometry, pioneering printing algorithms and toolpaths, 3D interactions, and UI/UX.

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-Present - Grotto Builders!

A deck builder, deck explorer, and card explorer for the hit card game **Grotto Beasts!**. Continuously updated with fixes and new features to this day. Actively used by hundreds of players. Programmed and designed by me. Built with SvelteKit and PocketBase. Available at grotto.builders.

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

2021 - Currency Thing Discord Bot

A currency back by Discord messages, inspired by Bitcoin. The blockchain is a Discord text channel of transactions. Programmed in Python. Released on [Discord](https://discord.com).

2021 - Currency Thing Blockchain Explorer

Blockchain explorer for the Currency Thing blockchain built using Flask, SvelteKit, and SASS. Available at currencything.com.

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