Sebastião Freitas

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ABOUT ME

Currently a Software Engineering student with more than 2 years of experience developing PC videogames using Unity in C#. Honest and open-minded attitude allowing to develop strong bonds in collaborating teams and communities.

EDUCATION

Currently in 3rd year of Software Engineering in University of Uminho.

LINKS

- github.com/SebastianFreitas
- in/sebastianfreitas
- sebastianfreitas.github.io

HOBBIES & INTERESTS

Video games and DnD. World building, story telling, creating homebrew content etc...

NOTEWORTHY SKILLS

C

SQl (MySQL)

Java

Python

Haskell

CSS/HTML

JavaScript (React)

Godot 3 (GDScript)

LANGUAGES

Portuguese - Native

English - Fluent

PERSONAL PROJECTS

VoidScape   Ongoing

- Made using Unity in c#.
- A very early version of a first-person rogue-like dungeon crawler. Centered around a complex weapon crafting system, over 50 gameplay changing features and procedural generated maps.

HeavyLight   8/01/2022-9/03/2022

- Made using Unity in c#.
- A small WebGL 2D puzzle platformer. This game was made with the intent of being reusable in future projects that would be completed within a very short time.

SOFTWARE PROFICIENCY

- C# Programming
- Visual Studio 2019
- Unity 2019-2021
- Git
- Aseprite