Sebastião Casaleiro

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🌐 SAM.FREELANCEPOLICE.ORG

EDUCATION

- **2018 - Cambridge AICE Diploma with Distinction & Cambridge IGCSE with Distinction**
  CLIC - Colégio Luso-Internacional do Centro

- **2018/2019 - Digital Games and Multimedia**
  First Year at IPL - Instituto Politécnico de Leiria

- **2019/2023 - Digital Games Bachelor**
  Graduated Bachelor degree @ Cologne Game Lab

SKILLS

Game Design / Development Unity, Unreal, Godot

Level Design Hammer, TrenchBroom, Blender, Tiled, LDtk

Narrative Design

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

Graphic Design / Editing Photoshop, Illustrator, Premier

EXPERIENCE & PROJECTS

2016 - Made a popular mod for Civilization V

2017 - Wrote a Noir/Thriller Novel

2019 - Created 75 Duck Game levels

2019 - 20: Dodging & Shooting highscore game

2019 - Skulls & Mines: Arcade Survival Game

2020 - Made an experimental Covid game

2021 - Created a Quake campaign

2022 - Historical/Educational Narrative game

2023 - Chroma Mancer: graduation game project

2023 - Bachelor thesis on Avatar Creation

2023 - Hat Boy: Exploration/Narrative Micro-Game

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

LANGUAGES

PORTUGUESE
100%

ENGLISH
100%

FRENCH
75%

LOOKING FOR

Game Designer

Game Development

Level Designer

Game Programmer

Narrative Designer

Systems Designer