Sebastião "Sam" Casaleiro

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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. Dedicated, always learning, and driven to push ideas further. Currently working at **VOID**.

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

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

Graphics Photoshop, Illustrator, Blender, Premier Pro

Version Control Git, GitHub, GitLab

Project Management Jira

LANGUAGES

Portuguese - Native	**French -** B2
English - C2	**German -** A2

HOBBIES

TTRPGs / Board Games	**Music/Guitar**
Video Production	**Tennis**
Web Design	**Wood Carving**

EXPERIENCE

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*.

2019 - 20: Twitch-Reaction Dodging Game ⬏
Designed & programmed short addictive game in 2 weeks. 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