Sebastião "Sam" Casaleiro

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ABOUT ME

Enthusiastic Game and Web Developer with a passion for intuitive, bold, and stylish user experiences and design.
Skilled across many fields and always eager to learn and improve.
Seeking an internship or entry-level role.

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

Programming 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

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**

Hiking   **Wood Carving**

PROJECTS

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*.

2021 - Currency Thing Blockchain Explorer ⧉
Blockchain explorer for the Currency Thing blockchain built using Flask, SvelteKit, and SASS.
Available at *currencything.com*.

2022 - Weather Cards ⧉
Dynamically generated stylish weather cards reporting the weather of any given at the given time + forecast.
Programmed and designed by me, first as a Discord Bot then as a standalone website.
Powered by Python and Svelte.
Available at *wttr.freelancepolice.org*

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*.

2023+ - Grotto Builders! ⧉
A deck builder, deck epxlorer, and card explorer for the hit card game *Grotto Beasts!*. Continuously updated with fixes and new features to this day - like a pack opening simulator. Actively used by hundreds of players. Programmed and designed by me.
Built with SvelteKit and PocketBase.
Available at *grotto.builders*.

All my web projects are self-hosted on a Linux VM.

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