



Sebastião Casaleiro

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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 in 2023 with highest grade (1.0)

EXPERIENCE & PROJECTS

- 2016 - Made a popular mod for Civilization V
- 2017 - Wrote a Noir/Thriller Novel
- 2019 - Started writing and producing music
- 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

SKILLS

- Game Design / Level Design / Systems Design**
- Game Programming** Unity, Unreal, C#
- Graphic Design / Editing** Photoshop, Illustrator, Premier
- Python** Flask, data analysis, visualisation, discord, crypto
- JavaScript** React, SvelteKit, NodeJS, TypeScript
- Web** CSS, Sass, NGINX, Firebase, MS Azure, GCP
- Blockchain** Solidity, Generating wallets, Hardhat, Ethers

- 2021 - Created a discord-powered cryptocurrency
- 2021 - Weather Report Discord Bot & Website
- 2022 - Blockchain Explorer for my Discord Crypto
- 2022 - NFT Minting & Market Web 3.0 app
- 2022 - Historical/Educational Narrative game
- 2023 - Chroma Mancer: graduation game project
- 2023 - Bachelor thesis on Avatar Creation

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

LANGUAGES



LOOKING FOR

- | | |
|---------------------------|-----------------------------|
| Game Designer | Web Developer |
| Level Designer | Full-Stack Developer |
| Narrative Designer | Blockchain Developer |
| Systems Designer | Python Developer |
| Game Developer | |