



**Sebastião Casaleiro**

Hey there,

I am a passionate Level Designer, Game Designer, and Game Developer with a strong foundation in design principles. Always applying myself to new games and experiences. Enthusiastic about bringing my skills and ideas into your games!

24/2/2000

Cologne, Germany

+351 918 063 685

sebastiancc.info@gmail.com

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

**Version Control** Git, GitHub, GitLab

## EXPERIENCE & PROJECTS

2016 - 5-Star Mod for Civilization V (~50k views) [↗](#)

2017 - Wrote a Noir/Thriller Novel

2019 - Created 75 Duck Game levels [↗](#)

2019 - 20: Twitch-Reaction Dodging Game [↗](#)

2019 - Skulls & Mines: Arcade Survival Game [↗](#)

2020 - Micro Mike: 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](https://sam.freelancepolice.org)

## LANGUAGES

PORTUGUESE  
100%

ENGLISH  
100%

FRENCH  
75%

## HOBBIES

TTRPGs / Board Games      Music/Guitar

Video Production      Tennis

Web Design      Wood Carving