

Diogo Barroso

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LINKS

Github:// [diogobarroso](#)
LinkedIn:// [diogobarroso](#)
Portfolio: [diogobarroso.dev](#)

EDUCATION

UNIVERSITY OF PORTO

Faculty of Engineering
**INTEGRATED MSc IN INFORMATICS
AND COMPUTING ENGINEERING**

COURSEWORK

Algorithms and Data Structures
Operative Systems
Computer Graphics
Software Engineering
Artificial Intelligence
Distributed Systems
Game Development
Human-Computer Interaction
Virtual and Augmented Reality
Computer Vision

SKILLS

PROGRAMMING

Java • C/C++ • Python
C# • \LaTeX • Javascript • SQL

TECHNOLOGIES

Unity • Facebook Graph • OpenGL •
Bootstrap

PLATFORMS

Android • Web • Linux • Windows

PORTFOLIO

Every project below (and more)
available at [diogobarroso.dev](#)

HAND WARFARE

AR • Vuforia • Unity

TUGUÍADAS

Unity • Game Jam at the Museum

HYPER DRONE RACING

Unity • Racing game

EXPERIENCE

FABAMAQ | GAME DEVELOPER (C++ | JAVASCRIPT)

April 2018 - present

- Developed and maintained features for casino games for several markets
- Refactored certain aspects of the codebase, including cash systems and TCP communication (game-server)

CATERPILLAR MATH | GAME DEVELOPER (UNITY | C#)

May 2017 - October 2017 | Carnegie Mellon University

- Developed game prototypes to be tested as proof of concept to potential customers and/or investors.
- Worked abroad on the startup's projects during the CMU Portugal InRes Program in Pittsburgh and Silicon Valley, USA.
- Attended workshops by CMU mentors and helped develop a business plan, from the technologic perspective.

UNIVERSITY OF PORTO

TEACHER ASSISTANT

Fall Semester 2015 and Fall Semester 2016, Portugal

- Monitored and helped first year students developing a project for a first year course, FEUP Project. The course aims to promote the integration of students in the Faculty.

RESEARCH

UNIVERSITY OF PORTO | MSc DISSERTATION

Feb 2017 - Jul 2017

Worked on an educational game to teach Software Engineering (SE) concepts to programmers who want to get into SE. Developed new features and improved the players' (second year students from Informatics Engineering) learning outcomes.

ACCOMPLISHMENTS

May 2017 - present | Game Dev Meet @ Porto

- Organizes the event in a monthly basis, with up to 80 participants

Jan 2017 | Global Game Jam @ Porto

- Organized and led the volunteer team during the 48h event

Feb 2016 | HeartBits Hackathon

- Developed an app to advise pregnant women about the medication they are taking and recommends alternatives if dangerous to the pregnancy
- Project was mentioned in Mike Elsmore's post ([link](#)) in his IBM blog

SOCIETIES

2014 - present | Núcleo estudantil de Computação Gráfica @ FEUP

- Member since 2014, President of the General Assembly between 2015 and 2018
- Organizes events for the community and leads internal projects