

Diogo Barroso

<http://diogobarroso.github.io>
iamdiogobarroso@gmail.com | 934 373 015

EDUCATION

UNIVERSITY OF PORTO

Faculty of Engineering

INTEGRATED MSc IN INFORMATICS

AND COMPUTING ENGINEERING

Expected Jan 2018

LINKS

Github:// [diogobarroso](#)

LinkedIn:// [diogobarroso](#)

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

EXPERIENCE

CATERPILLAR MATH | GAME DEVELOPER

June 2017 - October 2017 | Portugal and Pittsburgh, PA, USA

- 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 the USA, due to unavailability of the IT team.

CARNEGIE MELLON UNIVERSITY | CMU PORTUGAL INRES ENTREPRENEUR

September - October 2017 | Portugal and Pittsburgh, PA, USA

- Took part in a series of workshops and events to help starting entrepreneurs developing their ideas.
- Spent the 2 month program in CMU's incubator Project Olympus developing a business idea, attending events and networking as part of Caterpillar Math.

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.

UNIVERSITY OF PORTO | SUMMER CAMP MONITOR

Summer 2016, Portugal

- Taught 3D modeling to 6th and 7th graders using SketchUp. Each group would spend a day, learning the tools in the morning and doing a personal project in the afternoon.

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** in his IBM blog

SOCIETIES

2014 - present | Núcleo estudantil de Computação Gráfica @ FEUP

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