# Diogo Barroso

Game Developer

👤 22 July 1993

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## Languages

Portuguese - Native
English - Fluent

## Programming

C#
C++
JavaScript
Java
Python

## Technologies

Unity
OpenGL
BootStrap

## Tools

Git
Jira
GitLab

## About Me

I am a game enthusiast who believes they can serve higher purposes than pure entertainment. They can help us be better motivated and achieve more. My main motivation is to create engaging and rewarding experiences that help the player get that "high" state games can provide.

# Working Experience

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| Dec 2020 – currently | **Game Developer (Unity)** | HuginTech AS |

Designing and developing computer games to help kids with Cerebral Palsy exercise and do physiotherapy by using the webcam, the Nintendo Wii Balance Board and other peripherals as controls.
Being in a small company means working on every part of the product and process: servers, back-end, front-end and all the interaction between these components.

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| Apr 2018 – Nov 2020 | **Game Developer (C++/JavaScript)** | FABAMAQ |

Developed bingo games for land based markets like Mexico, Spain and Philippines.
Codebase maintenance and game interaction with several modules as hardware, cash systems, led strips and servers.
Critical bug fixing.

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| May 2017 – Oct 2017 | **Game Developer (Unity)** | Caterpillar Math |

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 Carnegie Mellon University mentors and helped develop a business plan, from the technological perspective.

# Education

### MSc Dissertation

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| Jan 2017 – Jul 2017 | **Enhancing Game-based Software Project Estimation Learning with Personality Traits (Unity)** |

Worked on an educational game to teach how Scrum works in a more practical way, by integrating the player in a virtual Scrum team and participating in planning ceremonies. Developed new features and improved the players' (second year students from Informatics and Computing Engineering) learning outcomes.

### Integrated Masters

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| Sep 2011 – Feb 2018 | **Informatics and Computing Engineering** | University of Porto |

Conceived as requiring a full five years integrated cycle of education, training and apprenticeship. This integrated cycle matches the implementation of the 1st and 2nd cycles of the Bologna Process and immediately confers the Master of Science academic degree.

# Volunteer Experience

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| Summer 2016 | **Monitor** | Universidade Junior @ University of Porto |

Gave a 3d modelling introduction class to a different group of 16 8th graders every day for 4 weeks. Starting with the basics of 3D thinking, basic shapes and volumes, basic 3D modelling functions, designing a house and ending up free modelling in the afternoon, giving assistance where needed.

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| May 2017 – Dec 2019 | **Founder | Organizer** | Game Dev Meet Porto |

Organizes the event in a monthly basis with support from local companies, with regularly around 100 participants. In this event, several professionals, students and enthusiasts are able to share their work, gather feedback and discuss games during the event.

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