

Diogo Barroso

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Work Experience

Game Developer (Unity)

December 2020 - March 2025

Stasism

Remote

Designed and developed computer games played with exercises on a Nintendo Wii Balance Board or in front of a webcam.

- Fully developed two games with distinct sets of controls available with total creative freedom.
- Created game add-on to use hand movement and gestures in webcam as mouse controls.
- Developed Unity extensions to automate development tasks.
- Consulted in other games regarding accessibility.

Game Developer (C++/JavaScript)

April 2018 - November 2020

Fabamaq

Porto, Portugal

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.
- Development of new features, including adapting prototypes for production environments.
- Critical bug fixing.

Game Developer (Unity)

May 2017 - October 2017

Caterpillar Math

Pittsburgh, PA, USA

Developed game prototypes to be tested as proof of concept to potential customers and/or investors.

- Solo development of several prototypes while attending CMU Portugal InRes program for startups.

Education

Integrated Masters in Informatics and Computing Engineering ▪ University of Porto, 2018

Certified Accessible Player Experience Practitioner ▪ AbleGamers Foundation, 2023

Volunteer Experience

- Created Game Dev Meet Porto, a monthly event with support from local companies, with regularly around 100 participants. In this event, professionals, students and enthusiasts are able to share their work, gather feedback and discuss games.
- Taught guest lectures in Games Accessibility at the University of Porto.
- Gave a workshop in Games Accessibility in Game Changer, an European project organized by GamucateX to gather people involved in games and those who wanted to get into the industry.