

Diogo Barroso

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Work Experience

Co-Founder (part-time) <i>WoolBerry Games</i> Designing and developing game prototypes to test viability in order to finance the first product and create the studio.	April 2025 - Present <i>Remote</i>
Workshop Leader (Part-time) <i>TUMO Portugal</i> Teaching Game Development workshops to students aged 12-18, guiding them along their first projects in the field.	September 2025 - Present <i>Matosinhos, Portugal</i>
Game Developer (Unity) <i>Stasim</i> Designed and developed computer games played with exercises on a Nintendo Wii Balance Board or with a webcam.	December 2020 - March 2025 <i>Remote</i>
Game Developer (C++/JavaScript) <i>Fabamaq</i> Developed bingo games for land based markets like Mexico, Spain and Philippines.	April 2018 - November 2020 <i>Porto, Portugal</i>
Game Developer (Unity) <i>Caterpillar Math</i> Developed game prototypes to be tested as proof of concept to potential customers and/or investors.	May 2017 - October 2017 <i>Pittsburgh, PA, USA</i>

Education

Certified Accessible Player Experience Practitioner ▪ AbleGamers Foundation, 2023

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

Volunteer Experience

- Taught guest lectures in Games Accessibility at the University of Porto and “42 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.