

Robert J Homewood

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London, UK

- EDUCATION**
- PhD Intelligent Games and Games Intelligence* 2015 - Present
Goldsmiths, University of London, UK
- IGGI Doctoral Programme in game development
 - Digital Economy Network Center for Doctoral Training
 - Joint program with the University of York, the University of Essex, and Queen Mary, University of London
 - Developing technology to personalise video game content using social data
- Msc (Informatics), Serious Games (pending)* 2014 - 2015
Högskolan i Skövde, Sweden
- Adaptability for Independent Learning Games
 - Designed a curatorial 'liking' system for YouPic.com
- BA (Distinction), Game Design & Production Management* 2010 - 2013
University of Abertay, Dundee, UK
- Focus on Production Management
 - Exchange program (Final academic year): George Mason University, USA, (GPA 4.0)
- EXHIBITIONS**
- Intentions: Conversations, Experiences and Knowledge* December 2017
Royal College of Art WIP Exhibition, UK
- Works Shown:
What Does It Take? (Collaboration with Marisa Tapper)
- Machine Made: Art, Robotics & A.I. (Arts Council funded)* July 2017
QUAD Gallery, Derby, UK
- Works Shown:
What Does It Take? (Collaboration with Marisa Tapper)
- STRP Biënnale: Sense & Sensors* March 2017
Philips Klokgebouw, Eindhoven, Netherlands
- Works Shown:
FIGHT (Assistant to Memo Akten)
- International Conference for Interactive Digital Storytelling* December 2015
Dieselhouse, Aalborg University, Copenhagen, Denmark
- Works Shown:
Between (Collaboration with Marisa Tapper, et al.)
Don't Let Them Die
- Art & Game Obstruction, Residency (Stena funded)* June - August 2015
Konstmuseet Skövde Kulturehus, Skövde, Sweden

- Works Shown:

Between (Collaboration with Marisa Tapper, et al.)

Don't Let Them Die

Not A Gun

Play With Me

Level!

PUBLICATIONS **Interview:** Tucker, D., 2017. Personalized technology is helping researchers make unanticipated connections. Elsevier. Available Online.

Book Chapter: Homewood, R.J., 2016. Dont Let Them Die. In L. Kristensen, ed. Art and Game Obstruction. Gothenburg: rojal press, pp. 125129.

Book Chapter: Homewood, R.J., 2016. Julian Olivers Covert Computing. In L. Kristensen, ed. Art and Game Obstruction. Gothenburg: rojal press, pp. 8590.

Poster: Homewood, R.J., Gow, J. & Kruschwitz, U., 2016. Personalised Aesthetics for Procedural Content Generation in Games. IGGI Symposium.

Guest Editorial: Homewood, R. & Tapper, M., 2016. *Between* (en/fr) — The Cornelius Arts Foundation. The Cornelius Foundation. Available Online.

INVITED TALK	<i>Creating VR/AR game content with Unity3D</i>	July 2018
	Digital Economy Network Summer School, Bournemouth, UK	
	<i>Personalising Game Aesthetics with Social Network Data</i>	January 2018
	Digital Economy Network Annual Meeting, Digital Catapult, UK	
	<i>Personalising Game Aesthetics with Social Network Data</i>	January 2018
	CS Topics, Goldsmiths, University of London, UK	
	<i>Digital Games as a Career Path</i>	September 2017
	ADMI(African Digital Media Institute), Nairobi, Kenya	
	<i>Leveraging Social Data to Personalise Games</i>	September 2017
	Intelligent Games & Game Intelligence Conference, University of York, UK	
	<i>Approaches to Personalised Aesthetics</i>	July 2017
	Falmouth University, UK	
	<i>Between: Project description</i>	December 2015
	Intel Buzz, Impact Hub London, UK	
	<i>Artists Panel</i>	November 2015
	ICIDS Copenhagen, Denmark	

EXPERIENCE

Guest Lecturer May 2018
Goldsmiths, University of London, UK

- "Virtual Reality", Game Development module, EPSRC IGGI Centre for Doctoral Training

Visiting Lecturer January 2018 - April 2018
Goldsmiths, University of London, UK

- IS51013E: Introduction to Games Development (2017-18)

Game Development Workshop Leader (British Council Funded) September 2017
AfriDesignX(V&A Museum), ADMI(African Digital Media Institute), Nairobi, Kenya

- Introduction to Game Development
- 3D Scanning cultural heritage objects (Nairobi National Museum)
- Unity3D Game Engine

MOOC Instructor: Virtual Reality Specialization September 2017
Coursera Inc; Goldsmiths, University of London, UK

- Virtual Reality Specialization
- Introduction to A-Frame (WebVR) & Unity3D engine

Teaching Assistant January 2016 - Present
Goldsmiths, University of London, UK

- IS53007C: Project In Games Development (2017-18)
- IS52018E: Games Development Group Project (2017-18)
- IS53049A: Game AI Programming (2017-18)
- IS53049A: Game AI Programming (2017-17)
- IS52020B: Perception And Multimedia Computing (2017-17)
- IS51016B: Audio-Visual Computing (2017-17)
- IS51016B: Audio-Visual Computing (2017-18)
- IS51016B: Audio-Visual Computing (2016-17)
- IS52020B: Perception And Multimedia Computing (2016-17)
- IS53049A: Game AI Programming (2016-17)
- IS50004A: Study skills and introduction to the use of computers

Research Assistant January 2015 - Present
Högskolan i Skövde, Sweden

- DREAM Project - <http://www.dream2020.eu>
- European Commission funded project studying Robot Enhanced Therapy, using robots to help children with Autism
- Responsibilities:
 - System Integration
 - Support tool development

Head Teacher 2013
Minecraft Modding, Summer Game Institute, George Mason University

Freelance Web Development 2012 - Present
Remote Work