

# Robert J Homewood

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London, UK

**STATEMENT** A passion for computers and games technology has lead me across four continents, working, studying and making games. Unity3D is at the core of my skill set and I seek opportunities to further develop my professional experience, working with driven teams to build exciting software.

**SKILLS**  
**Development:** Unity3d, OpenFrameworks, Wordpress  
**Programming:** C#, Python, C++, JavaScript, HTML5, CSS, Java  
**Experience:** Lecturing, Public Speaking, Game Design, Production, Virtual Reality

**EDUCATION**  
**PhD Intelligent Games and Games Intelligence** 09/15 - Ongoing  
Goldsmiths, University of London, UK  
• Using social media data to personalise game content and aesthetics  
**Msc (Informatics), Serious Games (pending)** 09/14 - 06/15  
Högskolan i Skövde, Sweden  
• Applied knowledge space theory for personalised learning in games  
**BA (Distinction), Game Design & Production Management** 09/10 - 06/13  
University of Abertay, Dundee, UK

**EXPERIENCE**  
(project titles linked)

## Projects

**Ethereum Visualisation (Unity3D - Artwork Installation)** 10/18 - 11/18  
• Ethereum Visualisation. Programmer. Team based, freelance for MLF.  
**Wavelength (Unity3D - PC, Mobile, VR - Game)** 01/17 - 02/17  
• Psychedelic puzzle game. Lead programmer/designer. Team based.  
**Midnight Turbo (Unity3D - PC - Game)** 01/18  
• 80's style retro-wave racing shooter. Global Game Jam 2018. Solo project.  
**Dream Terror (Unity3D - PC - Game)** 01/13 - 06/13  
• Top down survival shooter. Programmer/designer. Team based.  
**Between (Unity3D - PC, VR - Game, Artwork)** 08/15 - 12/15  
• Interactive art narrative game. Lead programmer/designer. Team based.  
**Grab the Goodies (Unity3D - PC, Mobile - Game)** 01/13 - 09/13  
• Serious game about underage drinking. Programmer/designer. Team based.  
**Chrysalis (Unity3D - PC - Game)** 07/17  
• Adventure game. Created level transition sequence. Freelance for Owl & Fox.  
**Don't let them die (Unity3D - PC - Game, Artwork)** 08/15  
• Interactive art game based on live stock data. Solo project.

- Asteroid-Pong!** (*C++ - PC - Mobile - Game*) 06/16 - 07/16
- Conceptual blending of Asteroids and Pong. Solo project.
- NonPlayer Character** (*Unity3D - PC - Artwork*) 06/18
- Procedural cinematic experience. Lead Programmer. Team Based
- Bonsai** (*Unity3D - PC - Game*) 03/16 - 04/16
- Procedural bonsai generation game (space colonisation). Solo project.
- Void** (*Unity3D - PC - Game*) 01/14 - 02/14
- PCG Space shooter/exploration game. Solo project.
- Tanks vs Kittens** (*Unity3D - PC - Game*) 01/13 - 05/13
- Top down space shooter game. Programmer. Team based.
- Quasar Run** (*Unity3D - Mobile - Game*) 02/13 - 05/13
- Top down space shooter. Gameplay programmer. Team based.
- Dinopocalypse** (*Flash - PC - Game*) 09/11 - 01/12
- Angry Birds from the viewpoint of the pigs. Producer. Team based.
- Dear Velvet** (*Wordpress*) 02/13 - Ongoing
- Style, Art and Culture website. programmer, photographer. Team Based.
- Wordpress REST Migrator** (*Python - PC - Tool*) 04/18 - 06/18
- Application for migrating Wordpress sites via REST api. Solo project.

## Academic

- MinePick** (*Python - PC - Tool*) 01/18 - Ongoing
- Software to recommend Minecraft mods based on 'liked' content from Facebook.
- FaceMatch** (*Javascript - PC - Game, Tool*) 04/17 - 07/17
- Match3 open-source fork which imports photos of your friends to use as tokens.
- pfefferi** (*Java - PC - Tool*) 08/16 - 06/17
- Software for Adapting sprite sets of VGDL games.

## Research/Teaching

- Research Assistant - DREAM Project** 01/17 - 03/19  
Högskolan i Skövde, Sweden
- European Commission funded, developing robots to help children with Autism
- Game Development Workshop Leader** 09/17  
AfriDesignX(V&A Museum), Nairobi, Kenya
- Introduction to Game Development
- MOOC Instructor: Virtual Reality Specialization** 09/17  
Coursera Inc; Goldsmiths, University of London, UK
- Virtual Reality Specialization
- Teaching Assistant** 01/16 - 05/18  
Goldsmiths, University of London, UK
- Various classes related to AI and Game Development in Unity3D

**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.

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

**INVITED TALK** ***Introduction to A-frame and WebVR, Workshop*** 09/18  
Intelligent Games & Game Intelligence Conference, Queen Mary University, UK

***Creating VR/AR game content with Unity3D*** 07/18  
Digital Economy Network Summer School, Bournemouth, UK

***Personalising Game Aesthetics with Social Network Data*** 01/18  
Digital Economy Network Annual Meeting, Digital Catapult, UK

***Digital Games as a Career Path*** 09/17  
ADMI(African Digital Media Institute), Nairobi, Kenya

***Leveraging Social Data to Personalise Games*** 09/17  
Intelligent Games & Game Intelligence Conference, University of York, UK

***Approaches to Personalised Aesthetics*** 07/17  
Falmouth University, UK

***Between: Project description*** 12/15  
Intel Buzz, Impact Hub London, UK

***Artists Panel*** 11/15  
ICIDS Copenhagen, Denmark

**EXHIBITIONS** ***Intentions: Conversations, Experiences and Knowledge*** 12/17  
Royal College of Art WIP Exhibition, UK

***Machine Made: Art, Robotics & A.I.*** (Arts Council funded) 07/17  
QUAD Gallery, Derby, UK

***STRP Biënnale: Sense & Sensors*** 03/17  
Philips Klokgebouw, Eindhoven, Netherlands  
• *FIGHT* (Assistant to Memo Akten)

***International Conference for Interactive Digital Storytelling*** 12/15  
Dieselhouse, Aalborg University, Copenhagen, Denmark

***Art & Game Obstruction, Residency (Stena funded)*** 06/15 - 08/15  
Konstmuseet Skövde Kulturehus, Skövde, Sweden

**REFERENCES** Available on request