

# 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

**Sweet Dreams (Unity3D - Sundance Film Festival)** 11/18 - 01/19  
• Sweet Dreams VR Narrative. Programmer. Team based, freelance for MLF.  
**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.

<b><i>Don't let them die</i></b> ( <i>Unity3D - PC - Game, Artwork</i> )	08/15
<ul style="list-style-type: none"> <li>• Interactive art game based on live stock data. Solo project.</li> </ul>	
<b><i>Asteroid-Pong!</i></b> ( <i>C++ - PC - Mobile - Game</i> )	06/16 - 07/16
<ul style="list-style-type: none"> <li>• Conceptual blending of Asteroids and Pong. Solo project.</li> </ul>	
<b><i>NonPlayer Character</i></b> ( <i>Unity3D - PC - Artwork</i> )	06/18
<ul style="list-style-type: none"> <li>• Procedural cinematic experience. Lead Programmer. Team Based</li> </ul>	
<b><i>Bonsai</i></b> ( <i>Unity3D - PC - Game</i> )	03/16 - 04/16
<ul style="list-style-type: none"> <li>• Procedural bonsai generation game (space colonisation). Solo project.</li> </ul>	
<b><i>Void</i></b> ( <i>Unity3D - PC - Game</i> )	01/14 - 02/14
<ul style="list-style-type: none"> <li>• PCG Space shooter/exploration game. Solo project.</li> </ul>	
<b><i>Tanks vs Kittens</i></b> ( <i>Unity3D - PC - Game</i> )	01/13 - 05/13
<ul style="list-style-type: none"> <li>• Top down space shooter game. Programmer. Team based.</li> </ul>	
<b><i>Quasar Run</i></b> ( <i>Unity3D - Mobile - Game</i> )	02/13 - 05/13
<ul style="list-style-type: none"> <li>• Top down space shooter. Gameplay programmer. Team based.</li> </ul>	
<b><i>Dinopocalypse</i></b> ( <i>Flash - PC - Game</i> )	09/11 - 01/12
<ul style="list-style-type: none"> <li>• Angry Birds from the viewpoint of the pigs. Producer. Team based.</li> </ul>	
<b><i>Dear Velvet</i></b> ( <i>Wordpress</i> )	02/13 - Ongoing
<ul style="list-style-type: none"> <li>• Style, Art and Culture website. programmer, photographer. Team Based.</li> </ul>	
<b><i>Wordpress REST Migrator</i></b> ( <i>Python - PC - Tool</i> )	04/18 - 06/18
<ul style="list-style-type: none"> <li>• Application for migrating Wordpress sites via REST api. Solo project.</li> </ul>	

## Academic

<b><i>MinePick</i></b> ( <i>Python - PC - Tool</i> )	01/18 - Ongoing
<ul style="list-style-type: none"> <li>• Software to recommend Minecraft mods based on 'liked' content from Facebook.</li> </ul>	
<b><i>FaceMatch</i></b> ( <i>Javascript - PC - Game, Tool</i> )	04/17 - 07/17
<ul style="list-style-type: none"> <li>• Match3 open-source fork which imports photos of your friends to use as tokens.</li> </ul>	
<b><i>pfefferi</i></b> ( <i>Java - PC - Tool</i> )	08/16 - 06/17
<ul style="list-style-type: none"> <li>• Software for Adapting sprite sets of VGDL games.</li> </ul>	

## Research/Teaching

<b><i>Research Assistant - DREAM Project</i></b>	01/17 - 03/19
Högskolan i Skövde, Sweden	
<ul style="list-style-type: none"> <li>• European Commission funded, developing robots to help children with Autism</li> </ul>	
<b><i>Game Development Workshop Leader</i></b>	09/17
AfriDesignX(V&A Museum), Nairobi, Kenya	
<ul style="list-style-type: none"> <li>• Introduction to Game Development</li> </ul>	
<b><i>MOOC Instructor: Virtual Reality Specialization</i></b>	09/17
Coursera Inc; Goldsmiths, University of London, UK	
<ul style="list-style-type: none"> <li>• Virtual Reality Specialization</li> </ul>	

**Teaching Assistant**

01/16 - 05/18

Goldsmiths, University of London, UK

- Various classes related to AI and Game Development in Unity3D

**PUBLICATIONS** **EU Deliverable:** Billing, E., 2017. D3.4.3 System Integration Progress Report. DREAM - Development of Robot-enhanced Therapy for Children with Autism Spectrum Disorders. Available Online.

**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 Biennale: Sense & Sensors** 03/17  
Philips Klokgebouw, Eindhoven, Netherlands

- **FIGHT** (Assistant to Memo Akten)

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

12/15

*Art & Game Obstruction, Residency (Stena funded)*  
Konstmuseet Skövde Kulturehus, Skövde, Sweden

06/15 - 08/15

**REFERENCES** Available on request