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.

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

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