

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

3dctrl.com (Unity3D - Application) 02/19 - ongoing
• Real time 3D content creation toolkit created by Artificial Artists. Programmer. Team based.

Music Videos (Chemically Sinister Productions) 11/19
• Dark Days - Coldin Berlin. Camera operation, SFX, Creative development.
• The Power - Coldin Berlin. Lighting, SFX, Creative development.

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 - 06/19
- 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 - 09/18
- 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 - 06/19
- 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 **Research Article:** Billing, E., 2020. The DREAM Dataset: Supporting a data-driven study of autism spectrum disorder and robot enhanced therapy. Available Online.

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 ICIDS Copenhagen, Denmark	11/15
EXHIBITIONS	<i>Signal Festival</i> Prague - Czech Republic	10/19
	<ul style="list-style-type: none"> • <i>Simple Harmonic Motion for Lights at the Czech Museum of Music</i> (Assistant to Memo Akten) 	
	<i>Electric Castle - New Media Castle</i> Transylvania, Romania	07/19
	<ul style="list-style-type: none"> • <i>Body Paint</i> (Assistant to Memo Akten) 	
	<i>Intentions: Conversations, Experiences and Knowledge</i> (Assistant to Marisa Tapper) Royal College of Art WIP Exhibition, UK	12/17
	<i>Machine Made: Art, Robotics & A.I.</i> (Arts Council funded) (Collaboration with Marisa Tapper) QUAD Gallery, Derby, UK	07/17
	<i>STRP Biennale: Sense & Sensors</i> Philips Klokgebouw, Eindhoven, Netherlands	03/17
	<ul style="list-style-type: none"> • <i>FIGHT</i> (Assistant to Memo Akten) 	
	<i>International Conference for Interactive Digital Storytelling</i> Dieselhouse, Aalborg University, Copenhagen, Denmark	12/15
	<i>Art & Game Obstruction, Residency</i> (Stena funded) Konstmuseet Skövde Kulturehus, Skövde, Sweden	06/15 - 08/15
REFERENCES	Available on request	