

Rob Homewood

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London, UK

STATEMENT Failed PhD student, musician and software developer. I spend my days developing commercial software using game technology and my evenings working on music and visual arts projects. I enjoy the ambiguity of truth and beauty.

EDUCATION *PhD Intelligent Games and Games Intelligence (Unsubmitted)* 09/15 - 2022
Goldsmiths, University of London, UK

- Using social media data to personalise game content and aesthetics

Msc (Informatics), Serious Games (Unsubmitted) 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
• Realtime 3D content creation toolkit. Lead Unity Developer. Team based.

Colossus (Band) 09/04 - ongoing
• Punk-blues band. Bassist, Backing vocalist, Co-writer.

Music Videos (Chemically Sinister Productions) 2019 - 2022
• Our Blood - Stash Magnetic. VFX Compositing, Creative Consultancy.
• Dark Days - Coldin Berlin. Camera operation, VFX, Creative development.
• The Power - Coldin Berlin. Lighting, VFX, Creative development.

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

Ethereum DevCon '18 (Unity3D - Artwork Installation) 10/18 - 11/18
• Ethereum Visualisation. Programmer. Team based, freelance for Marshmallow Laser Feast.

Wavelength (Unity3D - PC, Mobile, VR - Game) 01/17 - 02/17
• Psychedelic puzzle 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.

NonPlayer Character (Unity3D - PC - Artwork) 06/18
• Procedural cinematic experience. Lead Programmer. 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.

EXHIBITIONS *Signal Festival* 10/19
Prague - Czech Republic
• *Simple Harmonic Motion for Lights at the Czech Museum of Music*
(Assistant to Memo Akten)

Electric Castle - New Media Castle 07/19
Transylvania, Romania
• *Body Paint* (Assistant to Memo Akten)

Intentions: Conversations, Experiences and Knowledge 12/17
(Assistant to Marisa Tapper) 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) 07/17
(Collaboration with Marisa Tapper) QUAD Gallery, Derby, UK
• Works Shown:
What Does It Take? (Collaboration with Marisa Tapper)

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
• Works Shown:
Between (Collaboration with Marisa Tapper, et al.)
Don't Let Them Die
Beginning (Collaboration with Marisa Tapper)

Art & Game Obstruction, Residency (Stena funded) 06/15 - 08/15
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 Up!

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	<i>Introduction to A-frame and WebVR, Workshop</i>	09/18
	Intelligent Games & Game Intelligence Conference, Queen Mary University, UK	
	<i>Creating VR/AR game content with Unity3D</i>	07/18
	Digital Economy Network Summer School, Bournemouth, UK	
	<i>Personalising Game Aesthetics with Social Network Data</i>	01/18
	Digital Economy Network Annual Meeting, Digital Catapult, UK	
	<i>Digital Games as a Career Path</i>	09/17
	ADMI(African Digital Media Institute), Nairobi, Kenya	
	<i>Leveraging Social Data to Personalise Games</i>	09/17
	Intelligent Games & Game Intelligence Conference, University of York, UK	
	<i>Approaches to Personalised Aesthetics</i>	07/17
	Falmouth University, UK	
	<i>Between: Project description</i>	12/15
	Intel Buzz, Impact Hub London, UK	
	<i>Artists Panel</i>	11/15
	ICIDS Copenhagen, Denmark	

REFERENCES Available on request