Rob Homewood

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STATEMENT

Senior Unity3D / C #/ .NET Developer with 6+ years professional experience in product and application development. Notable clients include Marshmallow Laser Feast (exhibited at the Sundance Film Festival), The Ethereum Foundation, and (for 3Dctrl) Specsavers, BMW, Philip Morris, Guinness, ASOS, Salomon.

With a passion for harnessing real-time 3D technologies, creative expression, and leadership, I thrive in collaborative environments where diverse perspectives come together to drive innovation. C# and Unity3D form the core of my expertise, and I am driven by the opportunity to learn from others, share knowledge, and contribute to projects that challenge me to grow both technically and creatively.

SKILLS

C#, Unity3D, .NET 8, Git, Python, JavaScript, SQL, WebGL, Postman, API Integration, Neo4j, Async Programming, Multithreading, API Development, Networking, Teamwork, Public Speaking, Leadership, Production, Virtual Reality

EXPERIENCE
(project titles linked)

3Dctrl.com (Unity3D - Application)   2019 - 2025

- **Lead Unity Developer** for a scalable real-time 3D content production toolkit.
- Key Impacts:
    - Development and maintenance of core real-time software and git VCS.
    - Created a powerful render solution capable of outputting various formats.
    - Developed a bespoke git2libsharp based system to manage 450gb+ library.
    - Performance optimization throughout the product lifecycle.
    - Advising senior management on technology trends and strategy.
- Systems Developed:
    - Web-to-Unity communication API with React frontend.
    - Deterministic product-configuration variant management system.
    - Intuitive camera control systems for animation rendering.
    - AWS S3 hosted Addressables and render deployment.
    - Large scale content management and deployment pipelines.
    - Animation systems tailored for real-time environments.
    - Artist tool development to streamline production workflows.
    - UI systems for internal development use cases.
    - Adaptive performance systems for optimized resource use.
    - Bespoke rendering pipelines to accommodate client visualization needs.
    - Frontend Sketchfab integration.

Sweet Dreams (Unity3D - Sundance Film Festival)   2018 - 2019
  • Sweet Dreams VR Narrative. **Unity Developer** - Marshmallow Laser Feast.

Ethereum DevCon '18 (Unity3D - Artwork Installation)   2018
  • Ethereum Visualisation. **Unity Developer**. - Marshmallow Laser Feast.

EDUCATION

PhD Intelligent Games and Games Intelligence (Incomplete)   2015 - 2022
Goldsmiths, University of London, UK (primary institution)
  • Procedurally personalised game content and aesthetics

Msc (Informatics), Serious Games (Incomplete)   2014 - 2015
Högskolan i Skövde, Sweden
  • Applied Knowledge Space Theory for personalised learning in games

BA (Distinction), Game Design & Production Management   2010 - 2013
University of Abertay, Dundee, UK (primary institution)
- George Mason University, VA, USA

TESTIMONIALS

Memo Akten - Artist
I've worked with Rob on a number of projects, and he was absolutely fantastic to work with. In addition to reliably delivering everything that was asked of him, Rob has an exceptional ability to anticipate potential challenges and goes out of his way to propose and implement smart, creative solutions in other areas of production whenever he finds himself with downtime. His ability to remain optimistic in the face of adversity makes him an asset to any project.

Ben Cyzer - Founder at 3Dctrl.com
Aside from being an incredibly capable and talented developer, Rob is also a true leader and innovator. He is equally comfortable planning the future strategy of the business, coming up with product roadmap features and creating amazing prototypes as he is fixing bugs and troubleshooting. Rob has bundles of energy, which he applies to all tasks, and remains focused, hard working and driven until problems are solved or projects are completed. Rob was a very popular, supportive and generous colleague who we all valued tremendously.

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.

PUBLIC SPEAKING

Creating VR/AR game content with Unity3D   2018
Digital Economy Network Summer School, Bournemouth, UK

Digital Games as a Career Path   2017
ADMI (African Digital Media Institute), Nairobi, Kenya

Approaches to Personalised Aesthetics   2017
Falmouth University, UK

Between: Project description   2015
Intel Buzz, Impact Hub London, UK