

# Rob Homewood

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<https://www.robhomewood.co.uk/projects>

## 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.

	<b>Sweet Dreams</b> (Unity3D - Sundance Film Festival) • Sweet Dreams VR Narrative. <b>Unity Developer</b> - Marshmallow Laser Feast.	2018 - 2019
	<b>Ethereum DevCon '18</b> (Unity3D - Artwork Installation) • Ethereum Visualisation. <b>Unity Developer</b> . - Marshmallow Laser Feast.	2018
EDUCATION	<b>PhD Intelligent Games and Games Intelligence</b> (Incomplete) Goldsmiths, University of London, UK (primary institution) • Procedurally personalised game content and aesthetics	2015 - 2022
	<b>Msc (Informatics), Serious Games</b> (Incomplete) Högskolan i Skövde, Sweden • Applied Knowledge Space Theory for personalised learning in games	2014 - 2015
	<b>BA (Distinction), Game Design &amp; Production Management</b> University of Abertay, Dundee, UK (primary institution) - George Mason University, VA, USA	2010 - 2013
TESTIMONIALS	<p><b>Memo Akten</b> - Computational Artist  <i>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.</i></p> <p><b>Ben Cyzer</b> - Founder at 3Dctrl.com  <i>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.</i></p> <p><b>Tim Phillips</b> - CEO at 1920 VFX  <i>Rob is a natural born problem solver, and an absolute pleasure to work with. He brings an incredible enthusiasm to every task, and lifts the whole team as a result. His ability to work through problems is fantastic, and we came to rely on him for so much. Incredible talent and a wonderful team player. I can't speak highly enough of Rob, and any business would be very lucky to have him.</i></p>	
PUBLIC SPEAKING	<b>Creating VR/AR game content with Unity3D</b> Digital Economy Network Summer School, Bournemouth, UK	2018
	<b>Digital Games as a Career Path</b> ADMI (African Digital Media Institute), Nairobi, Kenya	2017
	<b>Approaches to Personalised Aesthetics</b> Falmouth University, UK	2017
	<b>Between: Project description</b> Intel Buzz, Impact Hub London, UK	2015