Rob Homewood

rob.homewood@googlemail.com
linkedin.robhomewood.co.uk
github.com/robrab2000
+44 (0)7544857190
Guildford, UK

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, Guinness, IQOS, Salomon, ASOS, Rapha, Oboz, and Puma.

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, WebGL, Virtual Reality, Games, .NET 8, Git, Python, JavaScript, SQL, Postman, Neo4j, Async Programming, Multithreading, API Development, Networking, Teamwork, Public Speaking, Leadership, Production, Jenkins, Sketchfab API, Slack API.

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.
    - Created a powerful render solution capable of outputting various formats.
    - Developed a bespoke git2libsharp based system to manage 450gb+ library.
    - Addressables content build pipeline to improve scalability using AWS S3.
    - Performance optimization throughout the product lifecycle.
- Systems Developed:
    - Web-to-Unity communication API with React frontend.
    - Deterministic product-configuration variant management system.
    - Intuitive camera control systems using Cinemachine.
    - Artist tool development to streamline production workflows.
    - UI systems for internal development use cases.
    - Adaptive performance systems for optimized resource use.
    - Bespoke render / Ffmpeg pipeline for client exporting visualizations
    - Frontend Sketchfab integration using NextJS.

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 - (Exchange Program) - 4.0 GPA

TESTIMONIALS

Memo Akten - Computational 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.

Tim Phillips - CEO at 1920 VFX
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.

PUBLIC SPEAKING

Introduction to A-frame and WebVR, Workshop   2018
Intelligent Games & Game Intelligence Conference, Queen Mary University, UK

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

Featured Exhibiting Artists Panel   2015
ICIDS Copenhagen, Denmark