

Robert J Homewood

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- TECHNOLOGY SKILLS** *Programming Languages:* C#, C++, JavaScript, HTML5, CSS, Python, Java.
Development Environments: Unity3d, OpenFrameworks, JetBrains, Wordpress.
Graphics Packages: Adobe Photoshop, Adobe Premeire Pro, Adobe InDesign.
- EDUCATION**
- PhD Intelligent Games and Games Intelligence* 2015 - Present
Goldsmiths, University of London, UK
- IGGI Doctoral Programme in game development
 - Digital Economy Network Center for Doctoral Training
 - Joint program with the University of York, and the University of Essex
 - Developing technology to personalise video game aesthetics using social data
- Msc (Informatics), Serious Games (pending)* 2014 - 2015
University of Skovde, Skovde, Sweden
- Adaptability for Independent Learning Games
 - Designed a curatorial 'liking' system for YouPic.com
- BA (Distinction), Game Design & Production Management* 2010 - 2013
University of Abertay, Dundee, UK
- Focus on Production Management
 - Exchange program (Final academic year): George Mason University, USA, (GPA 4.0)
- EXHIBITIONS**
- Machine Made: Art, Robotics & A.I.* (Arts Council funded) July 2017
QUAD Gallery, Derby, UK
- Works Shown:
What Does It Take?
- International Conference for Interactive Digital Storytelling* December 2015
Dieselhouse, Aalborg University, Copenhagen, Denmark
- Works Shown:
Between
Don't Let Them Die
- Art & Game Obstruction* (Stena funded) August 2015
Konstmuseet Skovde Kulturehus, Skvde, Sweden
- Works Shown:
Between
Don't Let Them Die
Not A Gun
Play With Me
Level!

- EXPERIENCE** *Research Assistant* January 2015 - Present
Högskolan i Skövde, Sweden
- DREAM Project - <http://www.dream2020.eu>
 - Robot Assisted Therapy, robots to aiding to habilitate children with Autism
 - Funded by the European Commission and developed by seven different partners
 - Responsibilities:
 - System Integration
 - Website maintenance
 - Support tool development
 - Documentation standards
- Teaching Assistant* January 2016 - Present
Goldsmiths, University of London, UK
- Audio-Visual Computing
 - Perception And Multimedia Computing
 - Game AI Programming
 - Use of Computers
- Freelance Web Development* May 2013 - Present
Remote Work
- Dear Velvet - Style and culture website (www.dearvelvet.com)
 - Courier - London startup business magazine (www.courierpaper.com)
 - Alfie Kohn - Author and education expert (www.alfiekohn.org)
- INVITED TALK** *Leveraging Social Data to Personalise Games* September 2017
Intelligent Games & Game Intelligence Conference, University of York, UK
- Approaches to Personalised Aesthetics* July 2017
Falmouth University, UK
- Between: Project description* December 2015
Intel Buzz, Impact Hub London, UK
- Artists Panel* November 2015
ICIDS Copenhagen, Denmark
- PUBLICATIONS** **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.
- Poster:** Homewood, R.J., Gow, J. & Kruschwitz, U., 2016. Personalised Aesthetics for Procedural Content Generation in Games. IGGI Symposium.
- Guest Editorial:** Homewood, R. & Tapper, M., 2016. Between (en/fr) — The Cornelius Arts Foundation. The Cornelius Foundation. Available Online.