

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 Premiere 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, the University of Essex, and Queen Mary, University of London
 - Developing technology to personalise video game aesthetics using social data
- Msc (Informatics), Serious Games (pending)* 2014 - 2015
Högskolan i Skövde, 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)
- EXPERIENCE**
- MOOC Instructor: Virtual Reality Specialization* September 2017 - Present
Coursera Inc; Goldsmiths, University of London, UK
- Virtual Reality Specialization
 - Introduction to A-Frame (WebVR)
 - Unity3D engine (UI, Assets, Physics, Lighting, Textures, VR mode)
- Game Development Workshop Leader (British Council Funded)* September 2017
AfriDesignX(V&A Museum), ADMI(African Digital Media Institute), Nairobi, Kenya
- Introduction to Game Development
 - 3D Scanning cultural heritage objects (Nairobi National Museum)
 - Game Engine Tutorial: Unity3D
 - Introduction to Assets, Lighting and Physics in Unity3D
- Research Assistant* January 2015 - Present
Högskolan i Skövde, Sweden
- DREAM Project - <http://www.dream2020.eu>
 - Robot Enhanced Therapy, using robots to help 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

- Game AI Programming
- Games Development Group Project
- Audio-Visual Computing
- Perception And Multimedia Computing
- 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)

EXHIBITIONS

Intentions: Conversations, Experiences and Knowledge December 2017
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) July 2017
QUAD Gallery, Derby, UK

- Works Shown:
 - What Does It Take?* (Collaboration with Marisa Tapper)

STRP Biennale: Sense & Sensors March 2017
Philips Klokgebouw, Eindhoven, Netherlands

- Works Shown:
 - FIGHT* (Assistant to Memo Akten)

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 Skövde Kulturehus, Skövde, Sweden

- Works Shown:
 - Between*
 - Don't Let Them Die*
 - Not A Gun*
 - Play With Me*
 - Level!*

INVITED TALK	<i>Personalising Game Aesthetics with Social Network Data</i> Digital Economy Network Annual Meeting, Digital Catapult, UK	January 2018
	<i>Personalising Game Aesthetics with Social Network Data</i> CS Topics, Goldsmiths, University of London, UK	January 2018
	<i>Digital Games as a Career Path</i> ADMI(African Digital Media Institute), Nairobi, Kenya	September 2017
	<i>Leveraging Social Data to Personalise Games</i> Intelligent Games & Game Intelligence Conference, University of York, UK	September 2017
	<i>Approaches to Personalised Aesthetics</i> Falmouth University, UK	July 2017
	<i>Between: Project description</i> Intel Buzz, Impact Hub London, UK	December 2015
	<i>Artists Panel</i> ICIDS Copenhagen, Denmark	November 2015

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.