

4/20, Tuesday// 5pm

Dr. Marwan Mattar

Senior Manager of ML @ Unity

Machine Learning for Game Design

Games are a great source of entertainment and enjoyment for players all around the globe. Given the interactive nature of games, they are some of the most complex experiences to design and software to write.

In this talk, Dr. Mattar will overview multiple ways in which machine learning can help game developers design and test their games. He will cover the use of reinforcement learning for creating game characters and for playing games, in addition to how machine learning can automate aspects of the design process.

Dr. Marwan Mattar is a Senior Manager of Machine Learning at Unity where he leads engineering for the AI-powered Game Services group. This includes Game Simulation and ML-Agents. The ML-Agents team manages the popular ml-agents open-source project that enables the behaviors of Unity objects to be trained using state-of-the-art deep reinforcement learning and supervised learning algorithms.

Representation and Intelligence Computational Design Lecture Series Spring 2021

Register in advance for this meeting:

<https://cmu.zoom.us/meeting/register/tJctd02srT8qE9Z2yGFaMzD1c79B5M7wHUET>

