

From: NUS Engineering Internships

Sent: Tuesday, 9 October 2018 9:45 AM

Subject: Tencent Games coming to NUS Engineering! (18 & 19 Oct 2018) - Register ASAP!

Importance: High

Dear students,

In March 2018, Tencent Games (a division of Chinese conglomerate Tencent) became the largest video game company in the world. For many years, Tencent Institute of Games has organized series of lectures in top universities in China. This year, it will be their first time having it in Singapore and I am happy to inform you that we are going to host them in NUS Engineering!

The President of Tencent institute of Games and his team will be flying over from Shenzhen (China) just for you. They are here to share more about the game industry and certainly, scouting for potential employees!

Tencent Games seminar/lecture

- Date: 18 Oct 2018 (Thursday)
- Time: 12.30pm to 3pm (reach by 12.15pm to verify your registration before entering LT6)
- Venue: LT6 (limited seats – please register early)
- Registration link: <https://wj.qq.com/s/2748453/9a0d>
- Remarks:
 - Please submit your resume (hard copy) on site if you would like to attend the 19 Oct networking session
 - Light refreshment will be provided

Tencent Games networking session

- Date: 19 Oct 2018 (Friday)
- Time: 12pm to 3pm
- Venue: eCubes (E4-04-07)
- Remarks: By invitation through resumes submitted on 18 Oct

The presenters on 18 Oct are well-known game producers, designers, technical and marketing experts from Tencent Games, and their topics varies from game design, cutting-edge technology, marketing creativity, etc. Through these sharing, they would like to unveil the mystery of the game industry, popularize professional knowledge, stimulate students' interest, and help them improve their professional competitiveness.

This is an opportunity not to be missed. I strongly urge you to register early for this wonderful occasion to be connected with Tencent Games!

腾讯游戏学院
TENCENT INSTITUTE OF GAMES

成就游戏梦想!



新加坡国立大学
National University of Singapore



腾讯游戏·梦想校园行

2018



HuXuan 胡璇

北京大学互联网发展研究中心
副主任 PKU IDRI, vice director

2014年北京大學傳播學碩士畢業後於
遊戲行業從事兩年的市場營銷工作，
現任北京大學互聯網發展研究中心全
職研究員，主要研究方向為新媒體與
社會，網絡語言與文化，電子遊戲
等，參與編寫圖書《遊戲學》。

Graduated from Peking University
as Communication Bachelor at
2014, 2 years' marketing experi-
ence in game industry. Full-time
researcher at PKU IDRI now.
Research area: new media and soci-
ety, Internet slang and culture, digi-
tal games. Participated in edition of
ludology.



Maguszhang 张伟

腾讯互动娱乐 天美工作室群
J3工作室策划总监

从业14年，负责过大型PC端网游《逆
战》、《枪神纪》以及多款在研手游
的设计研发工作。

14 years' experience
Previously worked at: UBIsoft ,Vir-
tuos,Tencent.

Currently working at tencent timi
studio group director of game
design/producer.



Jimyin 殷俊

腾讯互动娱乐研发效能部游戏AI
研究中心 算法二组组长

2012年博士畢業於新加坡國立大學工
業與系統工程系，2013年加入騰訊游
戲，一直從事遊戲數據挖掘、遊戲AI
研發相關工作，在機器學習、人工智
能技術與遊戲研發、運營結合方面相
關有豐富經驗，合作項目經驗包括英
雄聯盟、穿越火線、王者榮耀、QQ飛
車和斗地主等20多款知名遊戲。

Over 5 years' experience in online
game development and operation,
familiar with game data mining,
recommendation systems and
game AI development. 20+ past
projects experience with famous
online game products such as
League of Legends, Glory of King,
CrossFire, QOSpeed, Happy Poker
(DouDiZhu) and so on. Education:
Ph.D, Department of Industrial and
Systems Engineering, National Uni-
versity of Singapore, 2006-2012
B.Eng, Department of Automation,
University of Science & Technology
of China, 2001-2005.

人工智能将如何影响设计者、玩家与游戏

How would AI influence game designers, players and games

设计者与玩家的博弈带来了千姿百态的游戏作品。人工智能对游戏设计理念与思路有怎样的影响？会给玩家的体验带来怎样的改变？在不同的游戏类型中可能产生怎样的应用？最重要的是，人工智能会让游戏更好玩吗，更有益吗？发言内容基于思辨和案例的总结，也有对未来的大胆展望。

The interaction between designers and players brings out different kinds of digital games. How would AI influence the ideas and methods of game designers, and the experience of players? What role would AI play in different type of games? Most importantly, will AI make games more fun? The lecture will try to answer these questions by case analysis, with imagination of future.

浅谈游戏设计——游戏策划之路

Life is but a game

为每一位热爱游戏的你献上的一次分享。分享中，你讲一窥游戏市场的现状，了解游戏策划的职责，深入游戏策划逐梦之旅，感知游戏策划的自我修养。

This is for everyone who loves games. You may have a glimpse of the current state of game industry, understand the responsibility of game designers, experience their journey and perceive the self-cultivation.

人工智能技术在游戏研发与运营中的应用

Artificial Intelligence Technologies in Game R&D and Operations: Applications in Tencent Games

人工智能技术是近年来最为火热的话题。海量数据驱动下的复杂机器学习算法，在很多领域如图像识别、自动翻译、语音交互等都取得了重大进展。在游戏研发和运营过程中，人工智能的应用也大大提升了游戏研发效率和用户体验。基于在腾讯游戏最近几年的应用案例，介绍人工智能技术在游戏研发和运营体系中的应用以及有意从事相关研发工作的同学可能关注的问题。

Artificial Intelligence is one of the most popular topic in both industry and academia research for recent years. It has been proved to be great improvement over traditional methods in terms of application like image classification, machine translation, voice interaction and so on. Moreover, in the field of game R&D and operation, AI techniques also increase R&D efficiency and improve players' satisfactory. Based on various applications in Tencent Games for recent years, we would give a brief introduction on possible AI techniques application in Game R&D and operations.

Tencent Games seminar

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Tencent networking session

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Warmest regards

Desmond Teo
Senior Manager, Careers & Internships
NUS Engineering

To participate in engineering internship programmes (for companies): [NUS Engineering internship programmes](#)

To view more information about career events and engineering internship application procedures (for students): [NUS Engineering Careers](#)