

School of Computer Science

McGill University McConnell Engineering Building 3480 University Street, #318 Montréal, QC Canada H3A 2A7

École d'informatique

Université McGill Pavillon McConnell 3480, rue University, #318 Montréal, QC Canada H3A 2A7

Tel: (514) 398-7071 Fax: (514) 398-3883 www.cs.mcgill.ca

May 8, 2018

Romain Debaulieu École Spéciale Militaire de Saint-Cyr

Dear Romain,

This letter is to acknowledge that I am formally inviting you to visit my research lab at the School of Computer Science, McGill University to serve as a (graduate-level) student research trainee, over the period from September 17, 2018 to December 8, 2018.

During your time here you will work on an advanced research in the area of analyzing and improving modern computer games. This research aims at developing efficient and effective heuristic algorithms for avoiding detection and performing exploration, to enhance the abilities of artificially intelligent game agents, and better understand potential player behaviours as well. This will also build on your existing background experience with game engines (Unity in particular) and game construction.

You will be provided with space and suitable equipment within my research lab to conduct this work, and will be expected to interact with other, graduate and undergraduate students within the lab. Guidance on the work will be provided and progress monitored through regular meetings with me.

I hope this will be a positive and rewarding research experience, and I look forward to your arrival. Please feel free to contact me if you have any specific questions.

Sincerely,

Clark Verbrugge Associate Professor

clump@cs.mcgill.ca