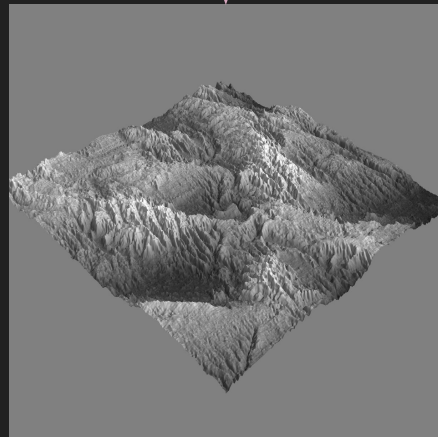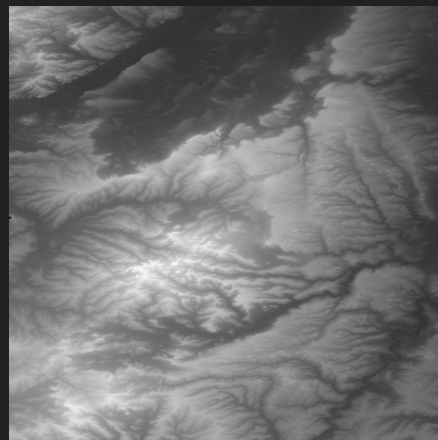# Current Research

How can deep learning optimize procedural content generation (PCG)?

Exploration of generative deep learning
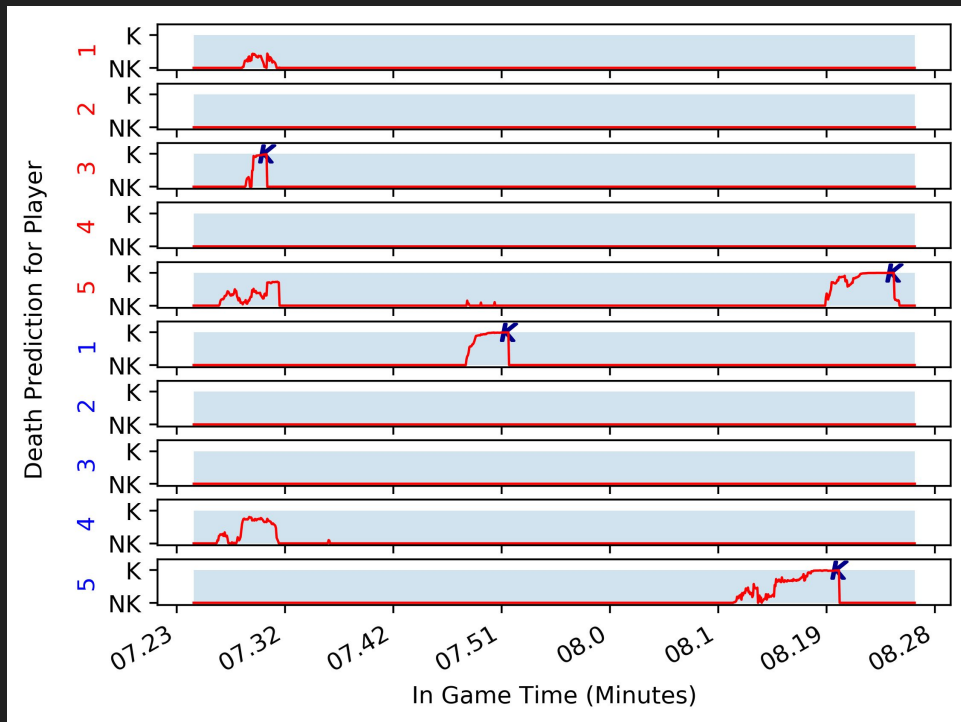
Elevation data

- Novel game terrain generation

- Learns features of real-world terrain elevation

- Results published in COG

DOTA 2 Death Prediction

- Side project with Adam Katona

- Huge data set

- Prediction of who dies next

- Results published in COG

3D Models

- Current project/exploration

- Automate design process