



Mr LIN Koon Wing Macgyver (2005 MScMIT)

Macgyver has been working in Game Industry for almost 20 years. He has in-depth experience in Computer Graphics, Reinforcement Learning & GPU Optimization. He is now working as an Expert Engineer (T4-1) in Tencent (HK0700). Also, he was the Technical Director of iDreamSky Technology Limited (HK1119). While he was working in the U.S. in 2005, he was the Chief Engineer who led a game engineering tech. team for supporting the requirement for several well-known publishers. (e.g. Disney, THQ, Majesco, etc.). Recently, he led and successfully finished a Government funded Project (20150076 新一代國產移動 3D 遊戲引擎關鍵技術研究) of Science, Technology and Innovation Commission of Shenzhen Municipality (深圳市科技創新委員會). He has applied 10 innovation Patents with the completion of this project.

When he was in middle school, he was just a dreamer with no personal goal except computer video games. However, he realized that the future of computer video game (a form of Virtual Reality) will not be just 'Some Toys for teenager'. When the users grew up, the fantasy of their virtual world would grow as well. The required technology, algorithms and computational power for supporting his/her dream would be tremendous. Hence, the future of development of these technological areas will be limit-less. Therefore, Macgyver started to study hard in Mathematics and Physics which laid a foundation for his further study in Engineering. After his graduation in BEng EE, Macgyver immediately worked for a local game company. However, he found that his knowledge in cutting-edge technology was not enough. Therefore, he applied the Master of Science Multimedia Innovation Technology (MSc MIT) to broaden his view and theory in Computer Graphics (CG) and Digital Signal Processing (DSP) Technology.

After graduation, Macgyver moved to the U.S. with his friend to startup a consultant company for Game Technology for the Game of Disney, THQ, Majesco and Electronic Arts. The experience in the MSc MIT programme helped him to think better and more systematically for Software Architecture Design. The theory taught in CG DSP provided his foundation and inspired him for future innovation and patent. It also helped him in strategic planning in Technical and Talent recruitment.

With the evolution of high throughput and Data Parallel computer architecture (e.g. GPU), 5G mobile communication and cloud computing, new technology application of artificial intelligence, real Time ray tracing and conformant geometry 3D modelling, etc. will be evolved. There will be a lot of challenges and yet a lot more opportunities to explore, research and develop.

Macgyver hopes his experience can encourage and inspire the new generation to stay strong for their dreams, work hard for excellence, continuous learning, pursue their goals and embrace our Country.