



Gavin (Zichen) Gui

The Multimedia program gave me a strong technical foundation in advanced topics like Machine Learning and Virtual Reality, with hands-on experience using state-of-the-art tools. Mentorship from Prof. Irene Cheng and other faculty fostered a supportive community.

Through the program's industrial connections, I secured internships at McElhanney, where I developed a VR solution for spatial planning, and at INSA Lyon, where I worked on a surgical simulation platform. I am now a Software Engineer at Matrix Labs, working on the on-chain game Crystal Caves— a role I secured through my connection with the CSO Dr. Xinyao Sun, an alumnus of the program. These experiences have truly shaped my career.

Graduated: 2024

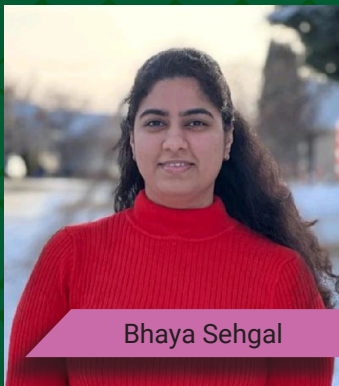
The Multimedia Master's program at the University of Alberta provided me with hands-on experience in computer vision, data visualization, and machine learning, shaping my ability to tackle real-world challenges. During my studies, I completed an 8-month internship at AltaML, a leading AI company in Edmonton, where I worked as an Associate Machine Learning Developer in the GovLab group, focusing on computer vision, remote sensing, and geographic data processing. Additionally, I worked on two published projects: 1) Real-Time Cattle Monitoring by Drone, which applied AI-driven detection and 3D visualization for tracking cattle in open fields, and 2) Cryptocurrency Market Analysis Platform, which integrated market data and social media sentiment analysis for trend prediction. Inspired by my experience in the MM program, I decided to pursue a Ph.D., building upon the knowledge and skills gained during my master's.



Fei Yang

Graduated: 2022

The Master's in Multimedia provided a strong foundation in cutting-edge technologies, hands-on projects, and industry collaborations. During my studies, I worked on innovative projects, including a co-op with an agricultural company where we developed a novel tree segmentation and pattern recognition approach for precise tree labelling. This experience deepened my passion for computer vision and led me to pursue a PhD in gait analysis using video. The diverse learning environment, practical exposure, and interdisciplinary approach of the MM program played a crucial role in shaping my research journey and career.



Bhaya Sehgal

Graduated: 2023

The MM program provided me with invaluable hands-on experience through AI, Deep Learning, and Blockchain courses, shaping my career path toward cutting-edge technology. The program's 8-month co-op opportunity allowed me to gain real-world experience, and I was fortunate to secure a co-op at Matrix Labs, led by our Adjunct Professor Alvin Sun. This opportunity proved a turning point, leading to a full-time role as a Product Manager specializing in AI and Blockchain. The program equipped me with industry-relevant skills and helped me discover my passion—an experience for which I am truly grateful.



Rahul Vyas

Graduated: 2024



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Multimedia Masters Program Students Success Stories



Masters In Computing Science (with Specialization In Multimedia)

This program is designed to train high quality graduates, who can undertake challenging multimedia research and development required in industry. Since its launch in 2015, over 250 students from diverse cultural backgrounds have graduated, advancing their careers in various industrial sectors including data scientists, game developers and software engineers. Over the years, the program received millions of funding to support student internships.

This program is a co-op (internship-based) program

Delivery: On-Campus

Intake Terms: Fall

Part-Time or Full-Time Study: Full-Time

Program Length: 2 years (approx.)

Applications Open: October 1

Applications Close: January 31 (International); July 31 (Domestic)

Admission Requirements:

Minimum admission requirements for this program are a four-year undergraduate degree with a grade point average of at least 3.0 on a 4 point scale, or the equivalent, in the last two years of previous relevant studies.

Proof of English Language Proficiency is required.

Additional Graduate Programs Offered By Computing Science:

Master of Science in Internetworking

Master of Science in Statistical Machine Learning

Ph.D. in Computing Science

Ph.D. in Statistical Machine Learning



For more information, please contact Irene Cheng at
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