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VP, Product Management
Blizzard Entertainment



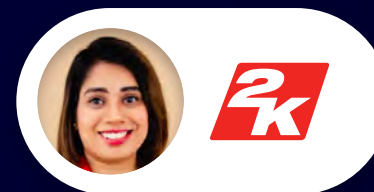
Elizabeth Brownson

Senior Director of Operations
Game Production
Riot Games



Luis Villegas

Head of Technology, Creative, and
Services – PlayStation Studios CTO
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Nibedita (Nivi) Baral

Chief Technical Officer
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Live Services Studio Operations
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Satoshi Murakumi
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Elise Murphy
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Kaila Jarvis
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Pierre Romagne
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Ubisoft



Alexander Ryabov
Head of Data Services
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Abhi Shah
Product Leader & Sr Director
2K



Maya Hofree
General Manager
Supercell



David Sigurdsson
Head of Live Operations
Riot Games



Max Stewart
Director, Software Engineering -
Live and Game Operations
Riot Games



Chris Whiteside
Executive Producer
Bladework Games



Rich Vogel
Founder & Studio Head
T-Minus Zero Entertainment



Guillaume Voghel
Senior Director - Live & Development
Cloud Imperium Games



Dave Mata
Head of Product and Business Development
Maglev Industries, LLC



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Live Community Manager
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Co-Founder & CEO
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Studio Director
Bethesda Game Studios Austin



Nibedita (Nivi) Bara

Chief Technical Officer
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Travis Fleming

Twitch Content Creator
"BonsaiBroz" Channel



Sasha Nikolaev

Senior Licensing Manager
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Bill Young

Head of Games
Amazon (Twitch & BPS)



Joshua Howard

Chief Operating Officer
Otherside Entertainment



Sean Fleming

Twitch Content Creator
"BonsaiBroz" Channel



Jon Grande

Head of Product Management
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Aleksander Marković

General Manager (Clash Royale)
Supercell



Andre Cohen

VP of Data Platform
Stillfront



Susan Kath

Executive Producer -
The Elder Scrolls Online
ZeniMax Online Studios



Jack Emmert

CEO
Jackalypic Games



Gordon Walton

Production Director
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Carolyn Gudmudson

Director of Product
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Luke Whelan

Senior Director of Insights - Sports
2K



Artem Liubutov

Vice President of Monetization
Xsolla



Joe Alread

Executive Producer, Live Operations
Gamefam

"I loved the combination of PC/Console and mobile gaming experts in the same panels and discussions, it truly provides a unique point of view and it's a great source of inspiration to take from various parts of industry and find new opportunities."

Head of Creative Production, Ten Square Games