

# MEET THE EXPERT SPEAKER FACULTY



**Richard Aldridge**

Senior Game Director  
Creative Assembly



**Isabel Arjona**

Senior Development Director  
Criterion Games



**Michel Aubinais**

Live Ops Strategy Director  
– Online Services  
Ubisoft



**Rob Bartholomew**

Former Chief Product Officer  
Creative Assembly



**Mohammed Benhenneda**

Business Strategy & Live Performance  
Director (Rainbow Six)  
Ubisoft



**Yossef Benzeghadi**

Game Analytics Manager  
Ubisoft Bordeaux Studio



**Florian Blaesche**

Director of Player Experience  
Wooga



**Marcus Bodin**

Production Director  
Mojang Studios



**Liam Brennan**

Senior Director, Games  
Technology & Services  
Tencent



**Claire Bromley**

Maps and Modes Live Service  
Producer – Battlefield 2042  
Criterion Games



**Matthieu Burleraux**

Senior Director of Live Operations  
Rovio Entertainment



**Viviane Costa**

Platform Technical Director  
Super Evil Megacorp



**Amanda Cuthbert**

Live Ops Marketing Director  
Creative Assembly



**Simon Diguët**

Senior Live Ops Manager  
Amplitude Studios



**James Dobrowski**

Managing Director  
Sharkmob London



**Emma Farrow**

Chief Publishing Officer  
Avalanche Studios Group



**Sahil Gupta**

Senior Strategist  
CCP Games



**Rafn Herlufsen**

Director of Player  
Experience & Community  
CCP



**Michael Hooper**

Director of Product Management  
Build A Rocket Boy



**Jussi Immonen**

Chief Commercial Officer  
Nitro Games

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**Gasper Jager**

Head of Creative Production  
Ten Square Games



**Matthew Laurence**

Engagement Director  
Avalanche Studios Group



**Johannes Mang**

Head of Studio  
Rovio Entertainment



**Max Métral**

Go-to-Market Analytics Director  
Activision Blizzard



**John Pappas**

Sr. Manager, Player Experience  
Scopely



**Miguel Angel Pastor Manuel**

Chief Technology Officer  
Halfbrick Studios



**Alexandra Perry**

Co-Founder and Studio Director  
Skeletons



**Johan Petersson**

Head of Studio  
Thunderful Games



**Benjamin Pommeraud**

General Manager – Strategic Initiatives  
King



**Nino Protic**

Head of Studio  
InnoGames



**Alexander Rehm**

Director of Live Operations  
People Can Fly



**Helen Saag**

Expert in Marketing  
and Player Experience



**Payal Shah**

UX Researcher & Women  
in Gaming Ambassador



**Tobias Sjögren**

Former CEO  
Starbreeze Entertainment



**Jane Skullman**

Executive Producer  
Star Stable Entertainment



**Manuel Somonte**

Head of Production  
Ten Square Games



**Fredrik Telenius**

Senior Live Producer  
Mojang Studios



**Chase Thomas**

Franchise Director (Diablo IV)  
Activision Blizzard



**Sarah Tilley**

Live Ops Director  
currently PlayStation London Studio



**Tamara Tirjak**

Head of Localisation  
Frontier Developments

# MEET THE EXPERT SPEAKER FACULTY



**Vladimir Tortsov**

Director of Live Ops  
CD PROJEKT RED



**Sergei Vasjuk**

Director of LiveOps  
Wargaming



**Benjamin Villhauer**

Chief Innovation Officer  
MY.GAMES



**Michael Worosz**

Chief Strategy Officer  
Take-Two Interactive



**Christophe Zerathe**

Director of Live Ops  
NACON



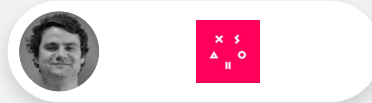
**Mikhail Shotin**

LiveOps & Monetization Manager  
MY.GAMES



**Maria Cornelius**

Chief Product Officer  
Arrowhead Game Studios



**Kirill Gamazenzov**

Director of Products  
Xsolla



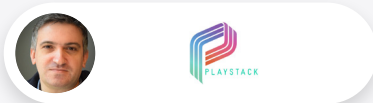
**Harris Kaldis**

Director of Product  
FM GAMES



**Tatiana Labkovich**

Building Online Services  
People Can Fly



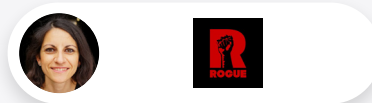
**Aaron Ludlow**

Product Director  
Playstack



**Nelle Stahl**

Technical Producer  
Klang Games



**Anna Stoilova**

Co-Founder and CEO  
Rogue Games



**Linda Tiger**

Chief Operating Officer  
Arrowhead Game Studios

**“We have seen massive growth in business importance for live operations and it is great to see a full Summit organised for this topic”**

**Jussi Immonen, Chief Commercial Officer, Nitro Games**