AWS for Games

at AWS re:Invent 2026

ATTENDEE GUIDE

November 30 – December 4, 2026 · Las Vegas, NV

Welcome to re:Invent 2026

Welcome to AWS re:Invent 2026! This is our biggest year yet for the games community: five days of learning, connection, and hands-on building designed around the priorities shaping our industry.

This year we're spotlighting generative and agentic AI across the game lifecycle, from AI-assisted development and live ops to personalized player experiences. We're also focused on scalable, low-latency multiplayer and game backend architectures, and on using player data and analytics to build, launch, and grow great games. You'll find curated sessions, live demonstrations, and networking built specifically for game developers, publishers, and studio leaders.

Whether it's your first re:Invent or your tenth, come ready to engage. Stop by an industry session, explore our agentic arcade in the expo hall, and let's build what's next for players everywhere, together.



— AWS for Games team @ GDC 2026

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Get started

This guide is full of tips and tricks provided by re:Invent veterans and staff to make sure you're ready for this year's event.

AWS re:Invent attendees should:

- Learn firsthand about AWS services from recognized experts
- Get technical questions answered on the spot
- Receive immediate access to what's new
- Most of all, enjoy yourself while learning!

Register now

We've curated the resources in this guide to help you plan a successful agenda. View the quick links below to get started:

Keynotes >>

Games Breakout Sessions>>

Games Builder's Sessions>>

Games and M&E Demos >>

Resources >>

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Plan your re:Invent

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RECOMMENDED SESSIONS

Keynotes

Learn more



CEO Keynote

Matt Garman

CEO, AWS

Tues, Dec 1 | 8:30 AM – 10:30 AM



Data & AI Keynote

Wed, Dec 2 | 8:30 AM – 10:00 AM



Partner Keynote

Wed, Dec 2 | 3:00 PM – 4:00 PM



Technology Innovation Keynote

Thurs, Dec 3 | 8:30 AM – 10:00 AM



Developer Keynote

Mon, Nov 30 | 7:30 PM – 8:45 PM

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Session types



Breakout sessions

Lecture-style sessions that feature one or more speakers presenting on an educational topic. Lectures are in either standard breakout rooms or on a silent session stage. Breakout sessions in standard rooms include an optional group Q&A at the end, as time allows.

Workshops



Hands-on sessions where attendees work under the guidance of AWS experts to build a solution using AWS. Attendees must bring their laptops to participate.

Code talks



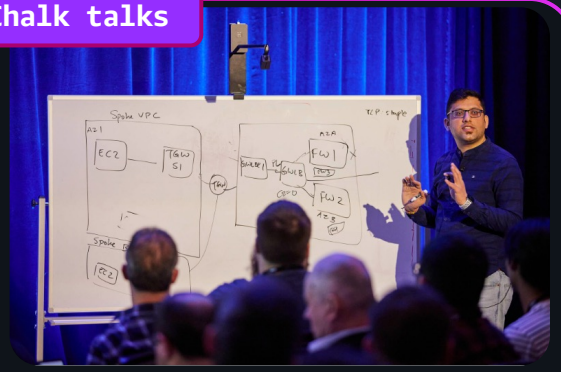
Engaging, code-focused sessions with a small audience. AWS experts lead an interactive discussion featuring live coding and/or code samples as they explain the “why” behind AWS solutions.

Builders’ sessions



Small-group sessions led by one AWS expert providing interactive learning on how to build on AWS. Attendees use their own laptops to experiment and build with guidance from the AWS expert.

Chalk talks



Chalk talks are highly interactive whiteboarding sessions with AWS experts. Expect a lively technical discussion, centered around real-world architecture challenges.

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GAMES BREAKOUT SESSIONS

IND383

An Epic Tale: Hyperscale Storage & Compute for the Fortnite Ecosystem

Wednesday, Dec 2 | 10:00 AM - 11:00 AM PST

Caesars Forum | Level 1 | Forum 120 | Content Hub | Orange Theater

View Session

The metaverse will not be built by one studio. It will be built by thousands of teams shipping petabytes of content, running millions of build and render jobs across regions every day. The engineers behind Lore, Epic's distributed version control system for massive binary repositories, and Overmind, a multi-region ephemeral compute orchestrator, reveal the AWS architecture that makes it possible: self-managed scheduling on EC2, S3/DynamoDB/Keyspaces/Aurora for the data plane, EKS-hosted control planes running durable workflows, and MSK for replayable event streams. Leave with a concrete reference architecture and lessons on tenant isolation, regional sovereignty, and global platform scale.

Level: 300 – Advanced

Breakout session

Featured speakers:
Paul Sharpe, Technical Director, Cloud, Epic Games
Mattias Jansson, Technical Director, Epic Games
Dan Backhaus, Senior Technical Account Manager, AWS

IND392

A Context Gap, Not a Data Gap: Riot Games Rethinks Incident Learning

Thursday, Dec 3 | 10:30 AM - 11:30 AM PST

Caesars Forum | Level 1 | Forum 120 | Content Hub | White Theater

View Session

Live-service teams excel at detecting incidents and restoring service, but using each review to improve the next response remains difficult. Riot Games has extensive telemetry, incident records, triage practices, and root cause analysis, yet analysts must still connect evidence across systems. Riot Games and AWS share an AI-assisted post-incident review approach that brings evidence together, provides traceable recommendations, and keeps decisions with human reviewers. Explore how preserving uncertainty, linking claims to source evidence, and using Amazon Bedrock AgentCore as a reusable foundation can help teams close context gaps and improve operational learning.

Level: 300 – Advanced

Breakout session

Featured speakers:
Cory Ramirez, Manager, Technical Product Management, Riot Games
Randy James, Principal Forward Deployed Engineer - AWS Enterprise Support, AWS

IND392

From Millions of Gamers to AI at Scale: Roblox's Hybrid AWS Architecture Unleashed

Thursday, Dec 3 | 4:00 PM - 5:00 PM PST

Caesars Forum | Level 1 | Forum 120 | Content Hub | Red Theater

View Session

Auto-scaling was only the beginning. At Roblox, scaling means continuously adapting to changing capacity, hardware availability, GPU constraints, and unpredictable global demand. Join Roblox to learn how they combine AWS with on-premises infrastructure to dynamically place workloads across regions, architectures, and AI providers. Using EC2 Capacity Health Visualizer, hybrid scheduling, multi-region load balancing, self-hosted AI inference alongside Amazon Bedrock, and heterogeneous compute (x86, Graviton, Inferentia, Trainium, GPUs), you will learn how Roblox keeps gaming and AI services responsive under record-breaking load.

Level: 300 – Advanced

Breakout session

Featured speakers:
Ivan Marcin, Senior Technical Director, Roblox Corporation
Vandana Tewani, Sr. Customer Solutions Manager, AWS

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GAMES BUILDER'S SESSIONS

IND420

Build Agentic Video Streaming Observability Using Kiro and Bedrock

Monday, Nov 30 | 10:00 AM - 11:00 AM PST
Wednesday, Dec 2 | 3:00 PM - 4:00 PM PST
Caesars Forum | Level 1 | Forum 120 | Content Hub

View Session

Media operations teams struggle to correlate issues across complex live streaming pipelines. In this hands-on session, build an agentic video observability and analytics application using Kiro and Amazon Bedrock that monitors the entire live streaming chain using AWS Elemental MediaConnect, MediaLive, MediaPackage, MediaTailor and Amazon CloudFront. Deploy AI agents using Strands Agents SDK and MCP servers to ingest, visualize, and investigate end-to-end QoE/QoS analytics across three layers: origin health, CDN performance, and client-side CMCD telemetry. Learn how to create a unified dashboard and natural language interface for streaming quality investigation across every pipeline stage.

Level: 400 – Expert

Builder's session

Featured speakers:
Dirk Boekee, Sr. Enterprise Account Engineer III, AWS
Abhimanyu Varshney, Sr. Media Specialist, AWS
Devendra Sharma, Sr. Enterprise Account Engineer, AWS
Osmar Bento Junior, Principal Solutions Architect, AWS
Adrian Ramos, Sr. Enterprise Account Engineer, AWS

IND351

Breathing Life into Game Worlds with Amazon Neptune & GraphRAG

Monday, Nov 30 | 11:30 AM - 12:30 PM PST
Caesars Forum | Level 1 | Forum 120 | Content Hub | Builders' Session 2

View Session

Static NPC dialogue can't unlock rich game worlds. This session shares a production pattern using Amazon Neptune, Bedrock GraphRAG, and the "Entity as Agent" approach. We will live-demo natural-language character relationship search, in-character AI dialogue, and in-game party composition recommendations.

Level: 300 – Advanced

Builder's session

Featured speakers:
Heungsu Ha, SA, AWS
Matthew Nimmo, Sr. Solutions Architect, AWS
JP Velasco, Senior Solutions Architect, AWS
Yeonho Lee, Solutions Architect, AWS

NET322

Surviving the drop: Build a flash-sale control plane with CloudFront

Monday, Nov 30 | 12:00 PM - 1:00 PM PST
MGM Grand | Level 3 | Room 304

View Session

Product drops, ticket on-sales, and viral promotions can spike traffic 50x in seconds. Origin infrastructure is the wrong place to absorb it. In this workshop, build a complete launch-day control plane using Amazon CloudFront Functions and CloudFront KeyValueStore. Implement a launch gate with VIP early access, a percentage-based throttle that dials traffic to your purchase origin in real time, sticky A/B testing for product pages, and a global kill switch - all controlled by KeyValueStore updates that propagate worldwide in seconds, with zero deployments and zero origin changes. Along the way, use edge location metadata for geo-staggered launches and trace every gate decision with CloudFront Functions access logging. Leave with patterns you can apply to any high-demand launch event. Attendees must bring a laptop.

Level: 300 – Advanced

Builder's session

Featured speakers:
Sanchith Kandaka, Specialist SA, AWS
Fenil Patel, Solutions Architect, Edge Services, Amazon
David MacDonald, Solutions Architect, Amazon
Harith Gaddamanugu, Sr. Solutions Architect, AWS
Kartik Bheemisetty, Sr Technical Account Manager, AWS

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GAMES CHALK TALKS

IND382

Enterprise-Ready: How NetEase Governs AI at Scale

Monday, Nov 308:30 AM - 9:30 AM PST
Caesars Forum | Level 1 | Academy 417

View Session

Learn how NetEase, one of the world's largest gaming companies, is building enterprise AI governance as AI adoption scales across the organization. Discover how Amazon Bedrock enables multi-model routing, cost controls, and team-level budget management to optimize AI usage. See how NetEase enforces governance with company-wide AI policies, Bedrock Guardrails for content safety, and Bedrock AgentCore for orchestrating agentic AI workflows with centralized governance and observability. Learn why a platform-first approach to cost, access, and safety is critical for enabling AI innovation at enterprise scale.

Level: 300 – Advanced
Chalk Talk
Featured speakers:
Dan He, 效能研发部技术总监, NetEase, Inc.
Zhuobin Huang, Sr. Solutions Architect Manager, AWS

IND316

Best Practices for Successful Multiplayer Game Launches

Tuesday, Dec 1 | 1:00 PM - 2:00 PM PST
Caesars Forum | Level 1 | Academy 409

Thursday, Dec 3 | 10:00 AM - 11:00 AM PST
Caesars Forum | Level 1 | Forum 103

View Session

The session covers best practices, architectural guidance and lessons learned for successful multiplayer game launches at scale. It's based on experience from helping hundreds of game customers from indie studios to AAA titles launch their games on AWS.

Areas of Interest: Global Infrastructure, Well-Architected Framework

Level: 300 – Advanced
Chalk Talk
Featured speakers:
Juho Jantunen, Pr. Solutions Architect, AWS
Chad Lingmann, Games Tech Leader, AWS

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GAMES WORKSHOP

IND363

Defeat Player Evasion: AI Moderation at Scale on Amazon Bedrock

Tuesday, Dec 1 | 3:30 PM - 5:30 PM PST

Caesars Forum | Level 1 | Forum 101

View Session

Players evade moderation with leetspeak, homoglyphs, emoji sequences, and fast-evolving slang. Brute-force AI classification catches evasion but is cost-prohibitive at scale. In this workshop, build a tiered moderation pipeline on Amazon Bedrock that routes 80–90% of traffic through deterministic normalization and pre-filters before invoking a model. Ambiguous content gets classified by Amazon Nova at sub-500ms latency. Only the hardest cases escalate to multi-agent analysis on Amazon Bedrock AgentCore for context-dependent decisions. Configure per-category thresholds, instrument cost-per-decision tracking, and stress-test against real gaming evasion patterns. Walk away with a deployable, cost-optimized pipeline. Laptop required

Level: 300 – Advanced

Workshop

Featured speakers:
Anand Iyer, Principal Solutions Architect, AWS
Christina Defoor, Solutions Architect, AWS

FEATURED EXPERIENCES

ACT002

Magic the Gathering: Experienced Play

Tuesday, Dec 1 | 6:30 PM - 9:30 PM PST

Caesars Palace | Emperors Level | Palace Ballroom III

View Experience

Join us for an exclusive Magic: The Gathering sealed event tailored for experienced players! Dive into competitive play and test your skills in this special collaboration with Wizards of the Coast. It's an gathering you won't want to miss.

ACT008

Kiro Galaxy Run

Monday, Nov 30 | 8:00 AM - 7:00 PM PST

Tuesday, Dec 1 | 10:30 AM - 6:00 PM PST

Weds, Dec 2 | 10:30 AM - 6:00 PM PST

Caesars Forum | Level 1 | Forum Pre-Function 2

View Experience

Your mission: to deliver cargo to a distant planet on schedule… but the universe has other plans. Can you deploy your software engineering agents in time to avoid catastrophe? Complete the Kiro Galaxy Run and share your images on social media using the hashtag #KiroGalaxy

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On the ground

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EXPO & DEMOS

Explore the Expo

Opens Mon Nov 30, 4:00 PM – 7:00 PM
Open Tues Dec 1 - Thu Dec 3, 10:00 AM – 6:00 PM
450+ experts & partners



AWS Village

New launches land here first — test what's new the day it's announced and get direct time with AWS experts.



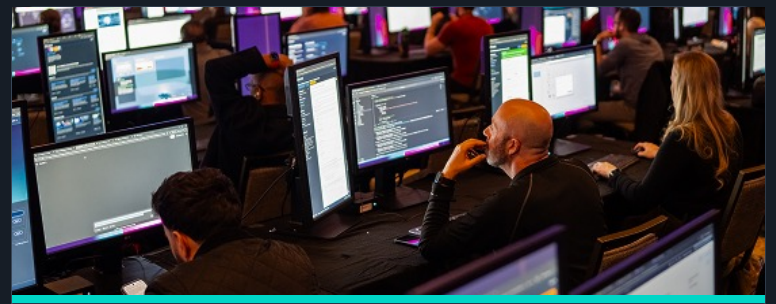
Lightning Theaters

20-minute stories of real-world implementations from the practitioners who built them. No reservations required.



Industry Zone

Organized by industry — 1:1s with specialists who know your sector and peers solving the same problems.



Builder Community Zone

Hands-on challenges, guided certification labs, and building alongside open-source maintainers.



Global Impact Zone

Build & Give Back projects across education, health, and climate — skills applied to real stakes.



Partner Advantage Zone

Connect with AWS Partners in AI, migration & security, plus the AWS Marketplace Showcase.

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Industry Zone

The Industries Pavilion in the Expo Hall will showcase why AWS is the best cloud for [Media & Entertainment and Games].

Experience interactive demos showcasing the latest AWS services and see how our customers are achieving groundbreaking transformations with cloud and AI technologies. Industry experts will demonstrate how AWS helps drive innovation across Media & Entertainment and Games.

VENETIAN EXPO HALL, BOOTH 111

SCHEDULE:

Monday, December 1: 4:00 PM – 7:00 PM | Welcome reception

Tuesday, December 2: 10:00 AM – 6:00 PM

Wednesday, December 3: 10:00 AM – 6:00 PM | Happy Hour 4:30 PM – 6:00 PM

Thursday, December 4: 10:00 AM – 4:00 PM

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INDUSTRY ZONE

Games

Agentic Arcade

An interactive demo experience where attendees can build and play a 3D game in minutes using an agentic pipeline.

New this year!

- Tokens dashboard
- Local, open-weight, and cloud LLMs
- NVIDIA DGX Spark systems
- Live agent architecture view
- Live play commentary



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INDUSTRY ZONE

Media & Entertainment

AI Media Studio

An immersive, end-to-end journey where attendees star in their own microdrama and interact with it through the entire media lifecycle through three sections: Create, Understand, Experience.



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INDUSTRY ZONE

Advertising & Marketing

Visionary Lab

An interactive demo experience where attendees can create products or businesses using agents in minutes and see their storefront and marketing come to life.

This is an updated version of Rue Visionnaire shown at Cannes Lions.



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Customer Showcase

Caesars Forum
Summit Ballroom

Sunday, Nov 29: 12 PM – 6 PM
Monday–Thursday: 8:30 AM – 5:30 PM

New this year!

- The Customer Showcase is a brand-new immersive program with interactive, hands-on activations for customers to engage directly with technology across AWS' biggest customers.
- The Showcase Theatre is a new venue where debates, long-form interviews, and nontraditional breakout sessions will happen. These sessions will feature external voices—researchers, independent practitioners, frontier scientists, and thinkers from outside technology discussing top priorities across the industry.
- Come experience activations and sessions from some of our customers including Disney, Roblox, NBA, NFL, PGA, F1, and many more!

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Special Events

Industries & Startup Party

Date: Wednesday, December 2nd
Time: 7:00 pm
Location: Area15

Register in your re:Invent registration portal.



re:Play

Date: Thursday, December 3rd
Time: 6:30 pm
Location: Allegiant Stadium

Open to all re:Invent attendees (badge required)



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Uniquely re:Invent

A hallmark of re:Invent are fun activities that bring people together throughout the week.



Game on

Bingo after dark

Magic the Gathering

Game Night

Hackathon

Make a difference

Join AWS in supporting local communities by building support kits and materials at our Build and Give Back locations.

Go wild

Tattoos and piercings

Chicken wing competition

Office chair relay races

Lego build

re:Play

NEW location: Allegiant Stadium on the strip

AI interactive zone

Performer to be announced soon!

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Go deeper

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Know before you go



DOWNLOAD THE re:INVENT APP →

re:Invent mobile app

Download the official re:Invent app to build your agenda, reserve seats, and get real-time alerts.

Campus map & shuttles

Sessions span Venetian, Wynn, Encore, Caesars Forum & MGM. Free shuttles run every 15 min, 7 AM–7 PM.

Registration & badge pickup

Pick up your badge at the Venetian Level 2 registration desk, Sun–Thu from 7:00 AM. Bring photo ID.

Hotels & logistics

HQ hotels: Venetian & Wynn. Business-casual dress; venues run cold — bring a layer. Help desks at every venue.

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re:Invent Checklist

- ✓ Register for re:Invent, book your hotel, book your travel reservations, upload your badge photo
- ✓ Visit the re:Invent website to stay up to date on announcements
- ✓ Add all keynotes to your agenda
  Pro tip: This is where you'll catch the biggest AWS launches
- ✓ Add your favorite Innovation sessions to your agenda
- ✓ Get ready for reserved seating: favorite the learning sessions of interest to you
- ✓ Familiarize yourself with sponsors in the Expo, along with the Expo map
- ✓ If you're attending with a team, connect with your colleagues to plan how to maximize the learnings
  Pro tip: Don't forget to find time to reconvene with your team and debrief on everyone's experiences
- ✓ Check out the community activities and add them to your agenda
- ✓ Follow AWS on Instagram, Facebook, LinkedIn, and Twitter

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See you at re:Invent!

— The AWS for Games team

Registration: reinvent.awsevents.com

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