

Clang and LLVM in Modern Gaming Platforms

EuroLLVM 2026 Panel Discussion

Panelists

- **Chris Bieneman** — Microsoft
- **Nicolai Hähnle** — AMD
- **Felix Klinge** — Intel
- **Jeremy Morse** — Sony
- **Tobias Hieta** — Larian Studios / Forge64 Consulting

Breadth of LLVM in the Ecosystem

Feeding Back to Open Source

Gaming Company Priorities

- Compile times (*C++20, modules, header units*)
- Runtime performance
- Debuggability (*especially release binaries*)
- Diagnostics

LTO, PGO & Sanitizers

Q&A
