

Clint Bodungen — Speaker Bios (2026)

Three lengths, all third person, all reusable verbatim. Use the short version for stage intros and article bylines, the medium for program books and session abstracts, and the long for speaker pages and press kits.

Short (~60 words)

For stage introductions, bylines, and panel listings.

Clint Bodungen is an AI engineer, cybersecurity innovator, and best-selling author with 30+ years in the industry — the last 13 spent building with AI. He is the creator of ThreatGEN® Red vs. Blue, the world's first multiplayer cybersecurity simulation game, author of *ChatGPT for Cybersecurity Cookbook* and *Hacking Exposed: Industrial Control Systems*, and Director of AI/ML Engineering at Arcova.

Stage-read variant (same facts, tuned for someone reading it aloud):

Our next speaker has spent thirty years in cybersecurity and the last thirteen building with AI — long before anyone called it a wave. He's an Air Force veteran, the author of two best-selling books, and the creator of ThreatGEN Red vs. Blue, the world's first multiplayer cybersecurity simulation game. Today he's Director of AI/ML Engineering at Arcova. Please welcome Clint Bodungen.

Medium (~140 words)

For session abstracts, conference program books, and article footers.

Clint Bodungen is an AI engineer, cybersecurity innovator, and gamification pioneer with 30+ years in the field — including 13 years building with AI, long before the current wave. A U.S. Air Force veteran and alumnus of Symantec, Booz Allen Hamilton, and Kaspersky Lab, he now serves as Director of AI/ML Engineering at Arcova and Founder and Chairman of ThreatGEN.

He is the best-selling author of *Hacking Exposed: Industrial Control Systems* and *ChatGPT for Cybersecurity Cookbook*, and the creator of ThreatGEN® Red vs. Blue — the world's first online multiplayer cybersecurity simulation game — and AutoTableTop, an agentic AI platform that builds and runs incident response tabletop exercises autonomously.

His work today centers on agentic AI: multi-agent orchestration, persistent AI identity and memory, and bio-inspired systems that don't just assist people, but plan, build, and analyze alongside them.

Long (~340 words)

For speaker pages, press kits, keynote programs, and media one-sheets.

Clint Bodungen is a veteran cybersecurity innovator, AI engineer, and best-selling author with more than 30 years of experience spanning OT/ICS security, red teaming, AI/ML engineering, and game development. Recognized globally for pioneering practical, creative approaches to cybersecurity, he has spent the last decade-plus at the forefront of integrating gamification and AI — first generative, now autonomous and agentic — into how the industry trains, defends, and builds.

A U.S. Air Force veteran, Clint has held key roles at Symantec, Booz Allen Hamilton, and Kaspersky Lab. He currently serves as Director of AI/ML Engineering at Arcova and as Founder, Chairman, and Head of Product Innovation at ThreatGEN. He is the author of two best-selling books — *Hacking Exposed: Industrial Control Systems* and *ChatGPT for Cybersecurity Cookbook* — and has been speaking at industry conferences for over 20 years.

He is best known as the creator of ThreatGEN® Red vs. Blue, the world's first online multiplayer cybersecurity simulation game, and AutoTableTop, an AI-driven incident response platform that uses autonomous agents to build and run tabletop exercises end to end. His current work includes TestFlight, a multi-agent software engineering framework with a built-in verification harness; MindStone, a persistent AI identity platform with vector-backed semantic memory; and Project DARWIN, a bio-inspired cyber-AI effort applying swarm intelligence and genetic algorithms to defense.

Across all of it, the pattern is the same one he describes as his signature: take a slow, manual process that depends on a few experienced people, and build something that does the heavy lifting while humans keep the decisions.

Today his focus is agentic coding, autonomous AI systems, and the next generation of cybersecurity tooling — digital workers that plan, build, analyze, and simulate complex environments on their own. His mission is to modernize the cybersecurity industry through intelligent automation, gamification, and advanced AI architectures. Working at the intersection of cybersecurity, AI engineering, and game design, Clint continues to build systems that don't just support humans, but collaborate, learn, and build alongside them.

Notes on use

- **"Best-selling"** appears in all three. Drop it if a given publisher requires substantiation.
- **Titles** are current as of August 2026: Arcova (Director, AI/ML Engineering, Aug 2025–present) and ThreatGEN (Founder / Chairman / Head of Product Innovation). The short bio omits ThreatGEN for length — add it back if the audience is a ThreatGEN-adjacent crowd.
- **Swap the lead** depending on the room. For an OT/ICS audience, open the medium and long versions with the 30 years of OT/ICS credibility; for an AI or developer audience, keep the AI-first framing used here.
- **Website:** bodungen.ai · **LinkedIn:** linkedin.com/in/clintb