

SPEAKER

Farhan Shahnewaz

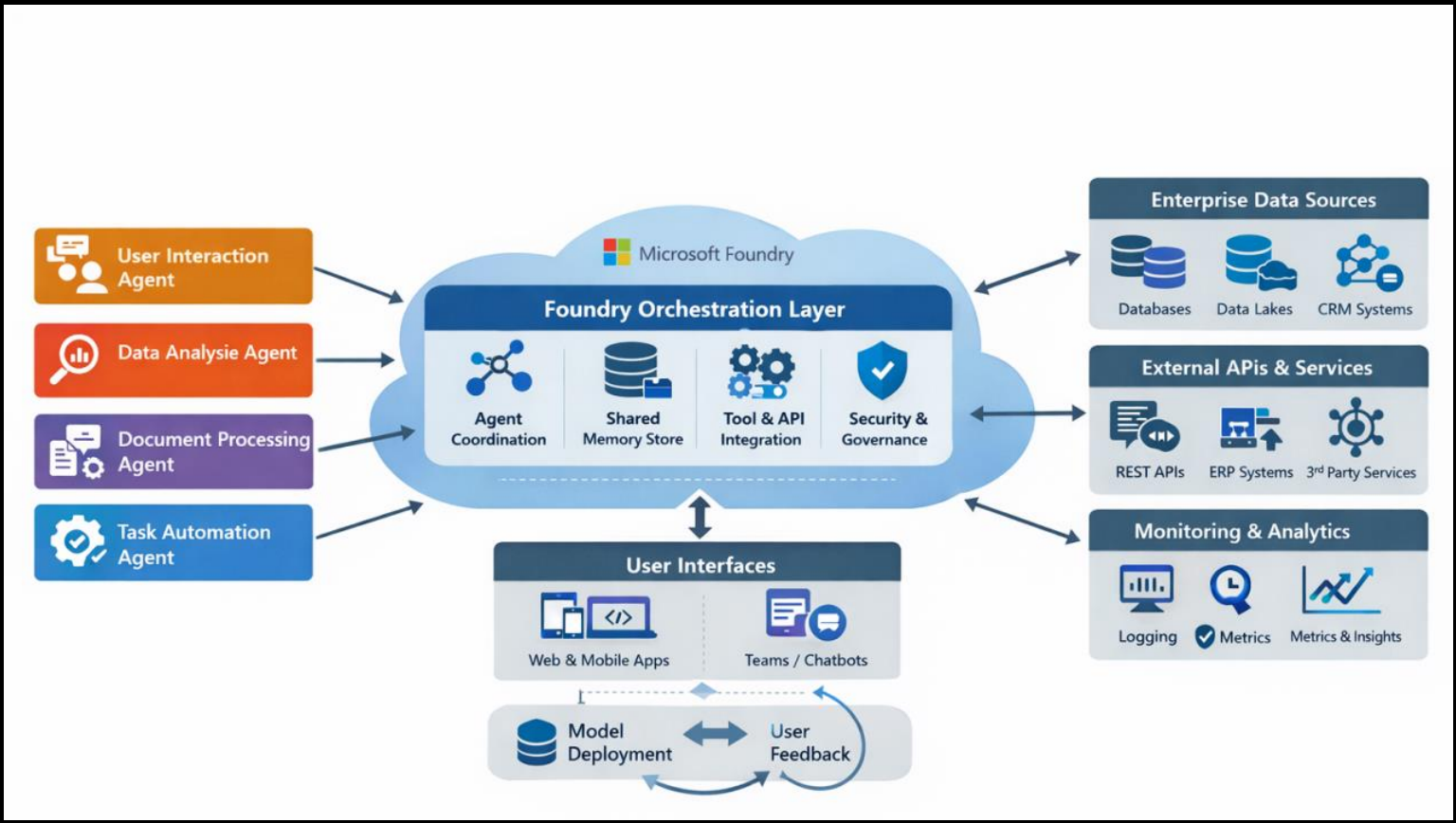
Farhan Shahnewaz, Writer of Smart NPC: AI for Game Characters | Cloud & AI Engineer, Microsoft

Austin, Texas, United States

Author of Designing Intelligent NPCs: AI for Game Worlds, Farhan Shahnewaz bridges advanced AI concepts with practical implementation, sharing real-world strategies for creating lifelike, adaptive digital characters. He is the working in a project for AI engine focused on next-generation NPC interaction systems for games and immersive platforms. Currently he is working as Cloud & AI Engineer at Microsoft, Farhan brings over 16 years of experience in cloud, AI, and software and cloud architecture. He is also pursued his MS and BS in Computer Science & Engineering with research publications in AI, intelligent multi-agents systems, and immersive technologies.

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Multi-Agent Workflows for Enterprise AI



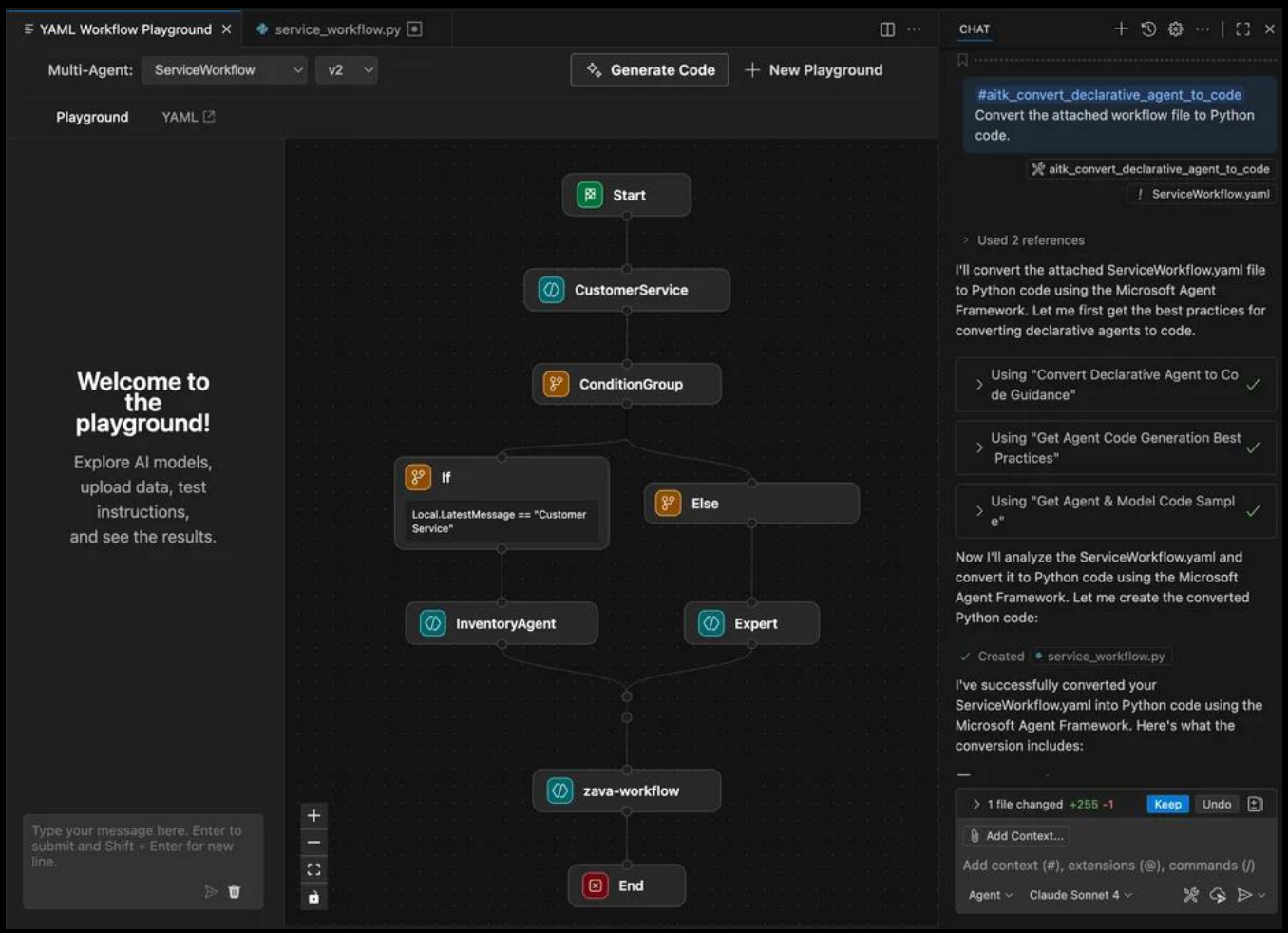
Real enterprise processes involve multiple steps, multiple roles, and moments where automation must pause for human judgment.

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What is a Multi-Agent Workflow?

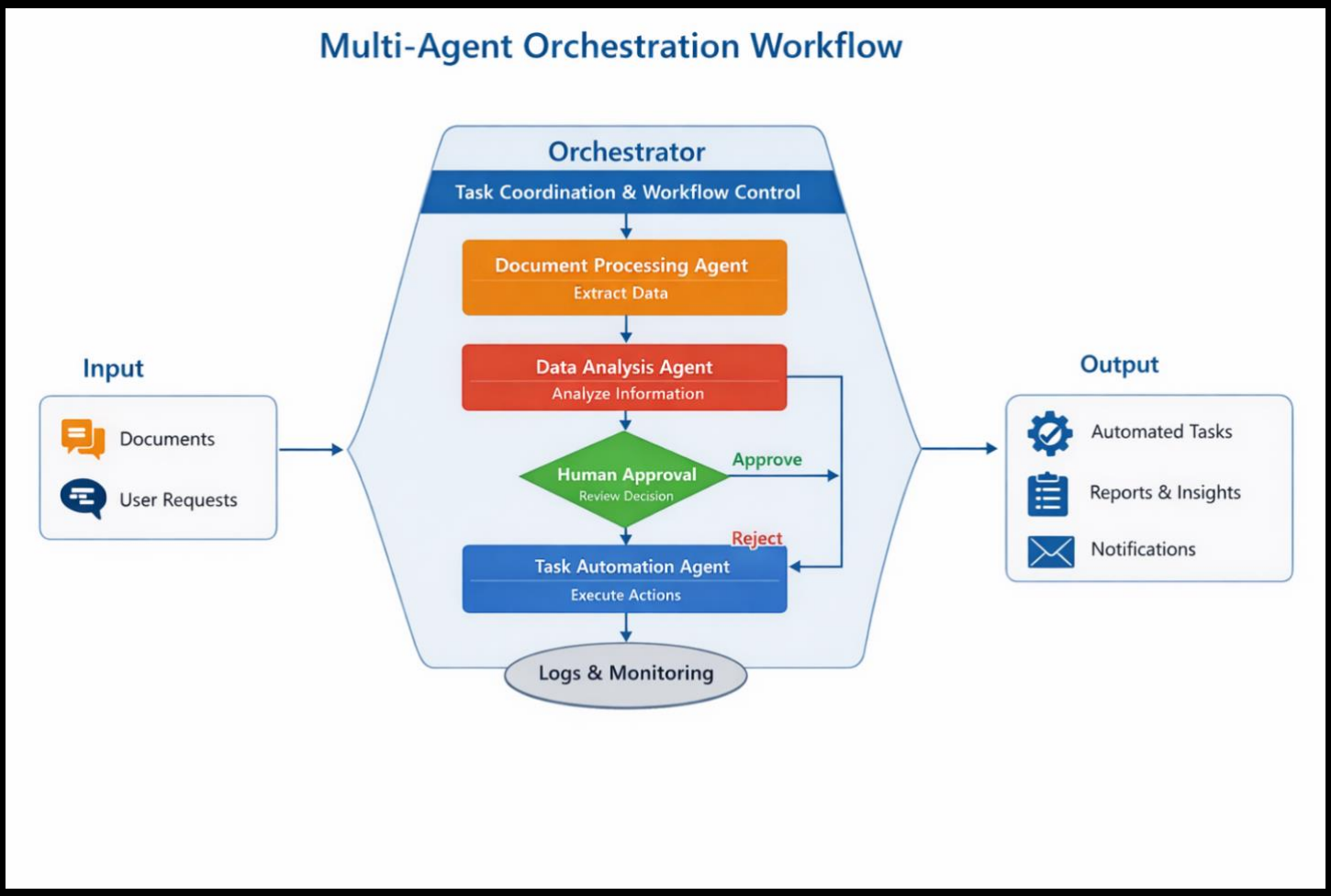
It’s a structured way to let multiple specialized agents work together:

- One agent reviews document
- Another analyzes the data
- Agent takes action in systems
- A manager decides when approval is required



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Multi-Agent Workflow with Human Intervention

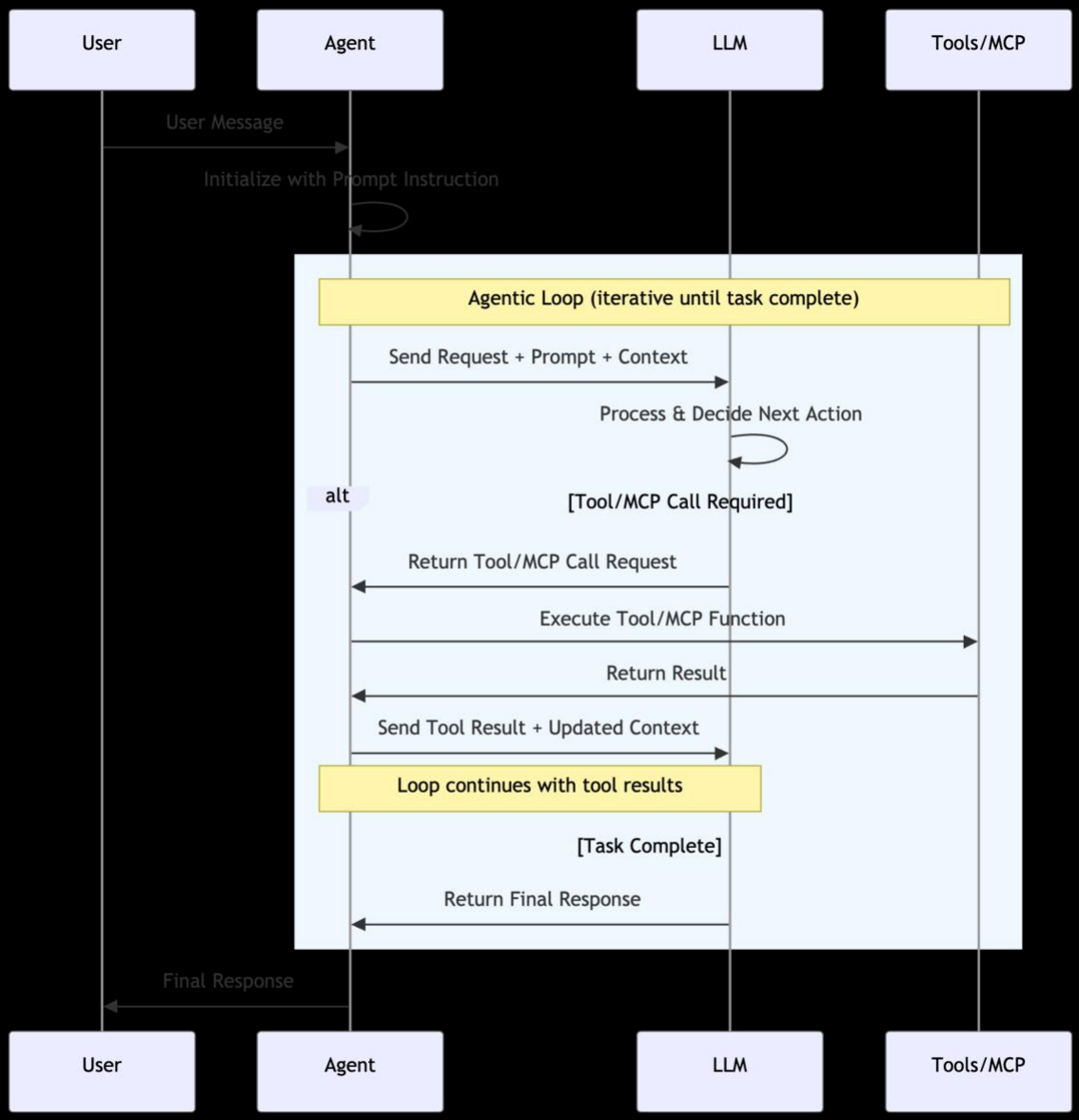


- Triggers notifications, tickets, workflows, or downstream systems
- Required for governance, debugging, and compliance

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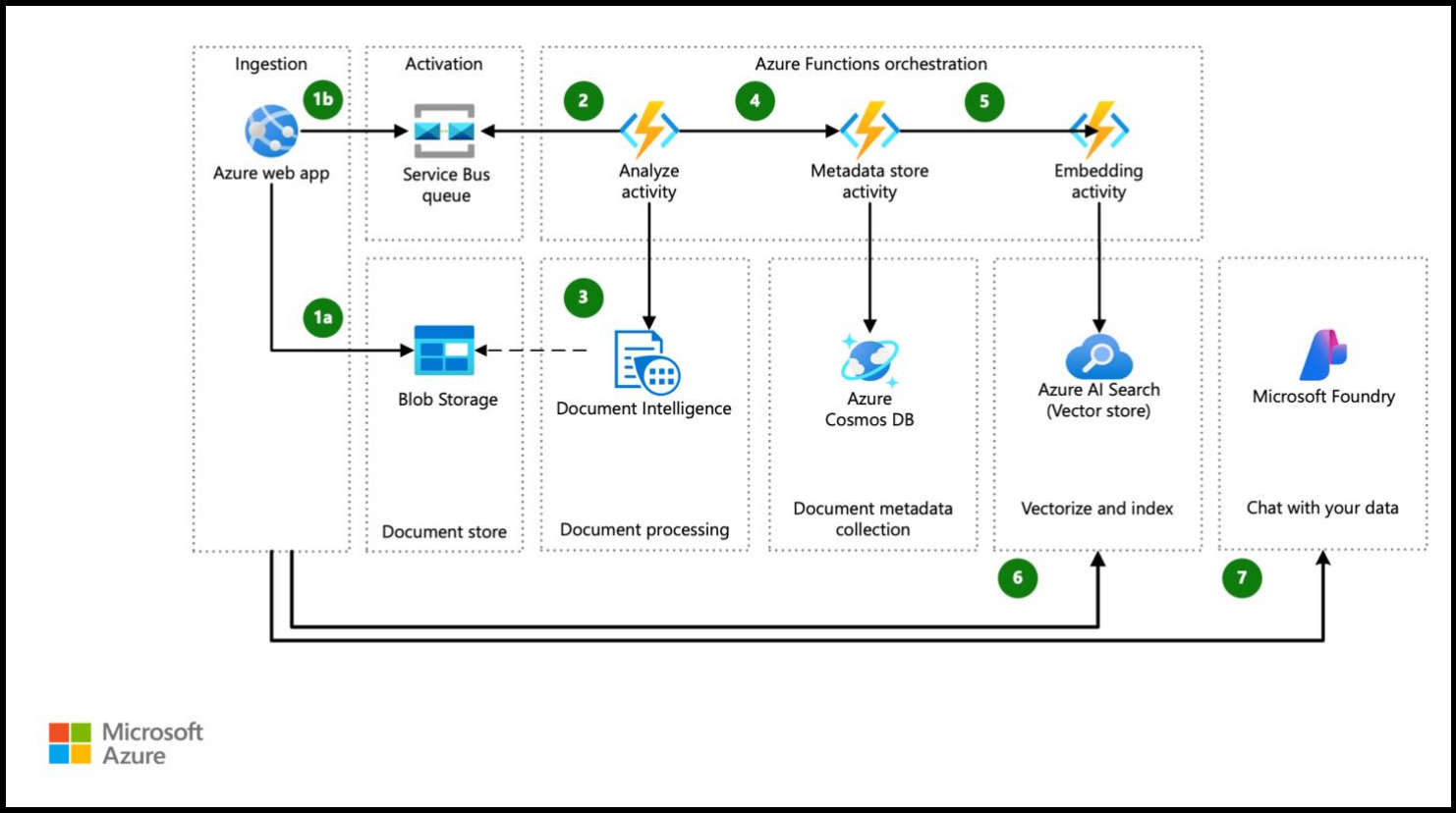
Default Agent Runtime Execution Model

All agents in the Microsoft Agent Framework execute using a structured runtime model. This model coordinates user interaction, model inference, and tool execution in a deterministic loop.



Common Use Cases

- Operations maintenance decision support
- Compliance and quality review automation
- Multi-step enterprise workflow automation
- AI-assisted analytics and reporting



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