

ALEXIS GERVACIO

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 alexisgervacio

Software Engineer

PROFILE

"See a need, fill a need!" — *Robots* (2005)

Like Bigweld from *Robots*, I'm a self-starter motivated by creating solutions that solve real world problems. I have 6+ years of experience developing software and my strength lies in my ability to adapt quickly and wear different hats depending on what the team needs at the moment. I thrive under pressure and am eager to create the best possible product for our end user.

WORK EXPERIENCE

Product Software Engineer — Capgemini

MAY 2024 - JULY 2025

xr Windows macOS iOS Android web

- Our department from Unity was acquired as we continued to develop industry applications across different platforms
- Implemented and helped architect a variety of applications in fields such as building security, oil & gas site planning, land sales, etc.
- Contributed to our departmental repeatable solutions suite
- VisionSC: Led the Desktop application development effort on a team with senior engineers
- Supported devOps and QA efforts where necessary to deliver final products under tight deadlines
- Led presentations and Lunch & Learns

Software Developer — Unity Technologies

SEPTEMBER 2021 - MAY 2024

xr Windows macOS iOS Android web

- Worked on a variety of industry projects for clients, primarily in the AECO (Architecture, Engineering, Construction, Operations) space
- Participated in hiring panels to evaluate and select engineer candidates

Game Programmer — Rogue Harbour Game Studio

JULY 2020 - SEPTEMBER 2021

iOS Android

Helped ship 2 mobile games, *Airport BillionAir* and *Horse Ranch Tycoon*

SKILLS

Languages & Frameworks: C#.

Java, C/C++, HTML/CSS, React, Javascript, Typescript, Python, Swift, SQL, GLSL, tcsh

Tools: Unity, Ableton Live, Blender, Git, Jenkins, Microsoft Office Suite, Adobe Creative Suite

Functional: communication, public speaking, documentation, CI/CD (DevOps)

PUBLIC PROJECT HIGHLIGHTS

YVR Airport Digital Twin

Realtime 3D application to improve airport operations

<https://unity.com/case-study/vancouver-airport-authority>

Microsoft Zappy's

Playground

MRTK3 Developer Sample we developed for Microsoft.

<https://learn.microsoft.com/en-us/windows/mixed-reality/develop/unity/playground-tutorial>

EDUCATION

BA in Computer Science

University of British Columbia

2015-2020

Class 1 Standing