

# ALEXIS GERVACIO

Software Engineer

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## PROFILE

Self-starter motivated by creating solutions that solve real-world problems. Offer 6+ years of experience developing software with the ability to adapt quickly and wear different hats depending on what the team needs at the moment. Thrives under pressure and eager to create the best possible product for the end user.

## SKILLS

**Languages & Frameworks:** C#, Javascript, Typescript, ReactJS, HTML/CSS, Node.js, Java, Python, Swift, SQL, NoSQL, GLSL

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

**Functional:** communication, public speaking, technical documentation, presentation creation, CI/CD (DevOps)

## WORK EXPERIENCE

### Product Software Engineer — Capgemini

MAY 2024 – JUL 2025

Our team was acquired by Capgemini to continue delivering applications for clients across platforms.

- Developed a variety of applications in fields such as building security, oil & gas site planning, land sales, etc.
- Led a team of senior engineers on the Desktop application development of the VisionSC project
- Contributed to our departmental repeatable solutions suite
- Supported DevOps and QA efforts where necessary to deliver final products under tight deadlines
- Led presentations and Lunch & Learns

### Software Developer — Unity Technologies

SEP 2021 – MAY 2024

Worked within the Professional Services team to deliver applications for clients primarily in the AECO (Architecture, Engineering, Construction, Operations) space.

- Delivered 9 projects including an airport operational digital twin, construction manager training visualizer, and NLP POC for medical professional training
- Participated in hiring panels to evaluate and select engineer candidates

### Game Programmer — Rogue Harbour Game Studio

JUL 2020 – SEP 2021

Helped ship 2 mobile games, *Airport BillionAir* (currently 1M+ downloads) and *Horse Ranch Tycoon*

## PUBLIC PROJECT HIGHLIGHTS

 **YVR Airport Digital Twin** <https://unity.com/case-study/vancouver-airport-authority>

Real-time 3D application to improve airport operations

 **Microsoft Zappy's Playground** <https://learn.microsoft.com/en-us/windows/mixed-reality/develop/unity/playground-tutorial>

MRTK3 Developer Sample we developed for Microsoft

## EDUCATION

**BA in Computer Science**, University of British Columbia

2015 – 2020

Class 1 Standing

**Full-Stack Javascript Developer Certificate**, IBM

2025