





# ROBERT GERVAIS

Game Developer




 Bellingham, WA  
 (425) 951-3074

 [robert.gervais@outlook.com](mailto:robert.gervais@outlook.com)  
 [LinkedIn Profile](#)

## SUMMARY

Started from the humble beginnings of an intern to eventually build a game studio in Epic Games, which ships templates, samples, and examples that show aspiring creators how Epic builds games with the vision of converting at least 10-percent of Fortnite's player base to becoming UGC creators. Utilized extensive writing, design, and programming experience to grow the user base for Unreal Engine, Epic Online Services, Fortnite, Unreal Editor for Fortnite, and Fortnite Creative to become an industry leader.

## IMPACT AT A GLANCE

-  Designed and implemented UE5 documentation.
-  Edited lore for Paragon for millions of players.
-  Developed Fortnite's documentation pipeline.

## SKILLS

- **Game Writing:** Dialogue, Barks, Story Bibles, Cutscenes, Writer's Rooms, UI/UX Writing, Lore, Character Treatments
- **Creative Writing:** Flash Fiction, Comic Books, Graphic Novels
- **Editing:** Chicago Manual of Style, Microsoft Manual of Style, St. Martins Guide
- **Narrative Design:** Missions, Quests, Environmental Storytelling, VO Direction, Animation Acting, Linear/Branching/Multiplayer Narratives
- **Programming Languages:** C/C++, C#, Lua, Python, Verse, Blueprints, GLSL, HLSL
- **Game Engines:** Unreal Engine, Unity, LOVE2D
- **APIs:** OpenGL, D3D12, POSIX, OpenAL, FMOD, Wwise
- **Technical Writing:** Docs As Code, DITA, Information Architecture, Whitepapers, Taxonomy, Ontology

## EXPERIENCE

- |                |  |  |
|----------------|--|--|
| 2023 – Present | <b>Education &amp; Learning Director</b><br>Led the development of hundreds of learning products for the Epic Games ecosystem, including Unreal Engine and Fortnite. <ul style="list-style-type: none"><li>• Owned and shipped the company's first AI/ML product, an AI assistant that provides personalized learning support to developers, enhancing user onboarding and skill acquisition.</li><li>• Developed solution architecture for industry-defining products used by millions of concurrent users.</li><li>• Built and led a high-performing, lean team of engineers, designers, and educators to ship EdTech products, scaling to an ecosystem of over 350 million MAU.</li></ul> | <b>Epic Games</b>  |
| 2021 – 2023    | <b>Education &amp; Learning Lead</b><br>Onboarded millions of creators into the Fortnite developer ecosystem by innovating EdTech to teach cutting-edge workflows. <ul style="list-style-type: none"><li>• Delivered internal AI/ML solutions that automated content creation, increasing the velocity of learning product development for millions of daily active users.</li><li>• Developed solution architecture for industry defining products used by millions of concurrent users.</li><li>• Drove product strategy that retained an average of 3.5 million MAU in the creator ecosystem by delivering high-impact learning tools and resources.</li></ul>                            | <b>Epic Games</b>  |
| 2003 – 2021    | <b>Project Manager, Engineer &amp; Technical Writer</b><br>Managed and engineered enterprise products and seminal education solutions for world-class projects and initiatives, including the largest desalination project in the Western Hemisphere and the world's leading AAA game development platform and engine for millions of users.   | <b>AECOM / Aegis Engineering Management / Epic Games</b> |

## EDUCATION

- |             |   |  |
|-------------|---|--|
| 2010 – 2016 | <b>B.Sc., Computer Science, Real-time Interactive Simulations</b> | <b>DigiPen Institute of Technology</b> |
| 1999 – 2002 | <b>B.Sc., Technology &amp; Industrial Arts, Management</b>        | <b>Berea College</b>                   |