ROBERT GERVAIS

Game Developer

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LinkedIn Profile

SUMMARY

With my leadership knowledge, I built a global learning game studio for Epic Games to ship templates, samples, and examples that demonstrate the "Epic way" of building games with Unreal and Fortnite technology. I also utilized extensive writing, design, and programming experience to build and scale documentation that retains the growing user base for Unreal Engine, Epic Online Services, Fortnite, Unreal Editor for Fortnite, and Fortnite Creative to solidify Epic's place as tthe premier UGC technology provider in the world.

IMPACT AT A GLANCE

- Built a global learning game studio for Epic Games.
- Designed direct event binding for Fortnite Creative.
- Built and scaled all of Epic's documentation.

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

Education & Learning Director   Epic Games

Led the development of hundreds of learning products for the Epic Games ecosystem, including Unreal Engine and Fortnite.
• 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.
• Developed solution architecture for industry-defining products used by millions of concurrent users.
• 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.

2021 – 2023

Education & Learning Lead   Epic Games

Onboarded millions of creators into the Fortnite developer ecosystem by innovating EdTech to teach cutting-edge workflows.
• Delivered internal AI/ML solutions that automated content creation, increasing the velocity of learning product development for millions of daily active users.
• Developed solution architecture for industry defining products used by millions of concurrent users.
• Drove product strategy that retained an average of 3.5 million MAU in the creator ecosystem by delivering high-impact learning tools and resources.

2003 – 2021

Project Manager, Engineer & Technical Writer   AECOM / Aegis Engineering Management / Epic Games

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.

EDUCATION

2010 – 2016

B.Sc., Computer Science, Real-time Interactive Simulations   DigiPen Institute of Technology

1999 – 2002

B.Sc., Technology & Industrial Arts, Management   Berea College