





# ROBERT GERVAIS

Technical Narrative Designer




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## SUMMARY

Technical Narrative Designer working at the intersection of implementation and storytelling with 15+ years of experience translating plot, tone, and theme into playable game experiences. Unreal Engine developer with 10+ years experience developing games with Unreal Engine 4/5, Unreal Editor for Fortnite, Fortnite Creative, and Epic Online Services, owning Epic's technical narrative design and implementation for 3+ years. Executes narrative and gameplay vision with speed and quality with an eye for storytelling details that immerse and delight games of all ages.

## 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, Narrative Pattern Implementation (Trees/Messages/State Machines), MDA/STAGE Frameworks
- **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

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|----------------|--|--|
| 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

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|-------------|---|--|
| 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>                   |

