

ROBERT GERVAIS

Technical Narrative Designer



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[LinkedIn Profile](#)

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.

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

IMPACT AT A GLANCE

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

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

