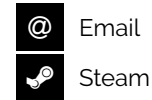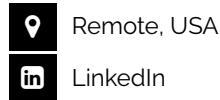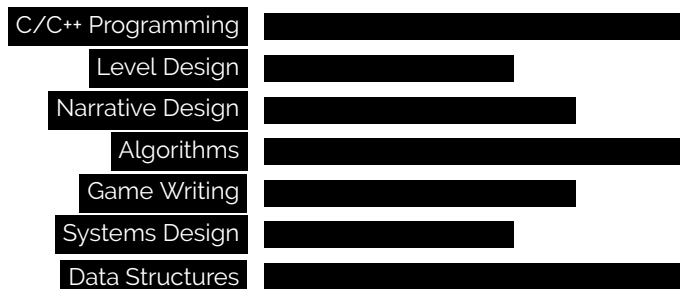# ROBERT GERVAIS

Game Developer

- 📍 Remote, USA
- @ Email
- in LinkedIn
- Steam

SKILLS

I am an multi-skill game developer who can synthesize technical and creative skills to deliver world-class designs across multiple genres and platforms. I have over two decades of experience developing games from indie to world-class AAA titles, I provide technical and creative leadership with empathy and team-work, and my advanced math background enables me to normalize a game's vision into telemetry that informs how studios profitably deliver fun games to audiences at any scale.

- C/C++ Programming
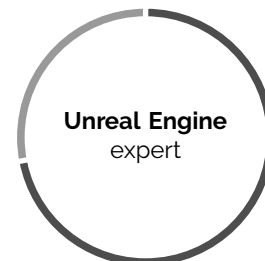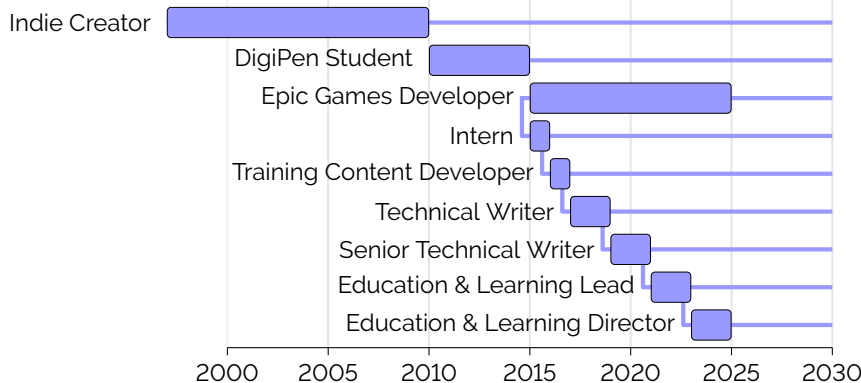- Level Design
- Narrative Design
- Algorithms
- Game Writing
- Systems Design
- Data Structures

Vision   Strategy   KPIs   Metrics   Telemetry

EXPERIENCE

- Indie Creator
- DigiPen Student
- Epic Games Developer
- Intern
- Training Content Developer
- Technical Writer
- Senior Technical Writer
- Education & Learning Lead
- Education & Learning Director

2000 2005 2010 2015 2020 2025 2030

Unreal Engine
expert

EDUCATION

2010 – 2016	**B.Sc., Computer Science, Real-time Interactive Simulations**	**DigiPen Institute of Technology**
	Specialized in real-time interactive systems that enable the development of narrative features.	
1999 – 2002	**B.Sc., Technology & Industrial Arts Management**	**Berea College**
	Specialized in Kaizen and Kanban production methods that optimize workflows which enable teams to ship high-quality products at scale.	
1997 – 1999	**Transfer, Applied Mathematics**	**The University of Akron**
	Specialized in trigonometry, analytic geometry, calculus, differential equations, probability and statistics, discrete mathematics, fuzzy logic, and category theory.	