



# ROBERT GERVAIS

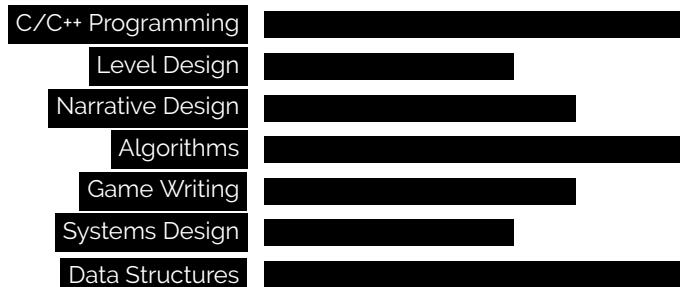
Game Developer

📍 Remote, USA  
🌐 LinkedIn

✉ Email  
🎮 Steam

## SKILLS

I am an "M" skill game developer with the ability to synthesize technical and creative skills to deliver S-tier solutions across genres. I have over two decades of experience making games from indie to world-class AAA titles, providing heroic inspiration for game teams and players alike. Advanced training in math enables me to normalize a game's vision into telemetry that informs how studios profitably deliver fun games to audiences at any scale.



Vision



Strategy



KPIs

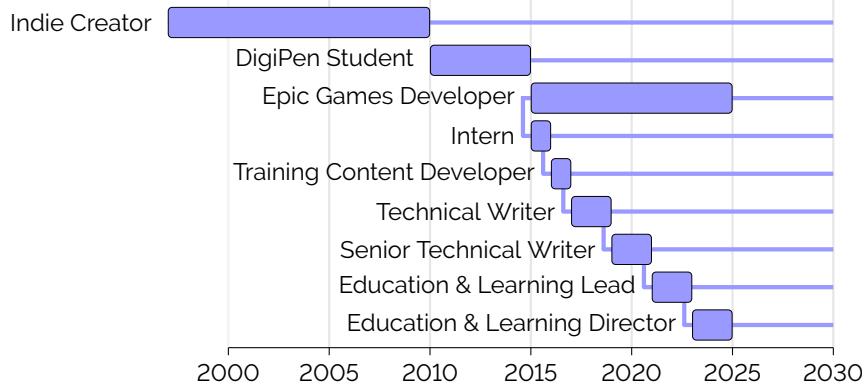


Metrics



Telemetry

## EXPERIENCE



## EDUCATION

2010 – 2016	<b>B.Sc., Computer Science, Real-time Interactive Simulations</b> Specialized in real-time interactive simulations that enable the development of narrative systems, including specialized development of UI, AI, audio, graphics, and physics features.	<b>DigiPen Institute of Technology</b>
1999 – 2002	<b>B.Sc., Technology &amp; Industrial Arts Management</b> Specialized in Kaizen and Kanban production methods that optimize workflows which enable teams to ship S-tier games at scale.	<b>Berea College</b>
1997 – 1999	<b>Transfer, Applied Mathematics</b> Specialized in trigonometry, analytic geometry, calculus, differential equations, probability and statistics, discrete mathematics, fuzzy logic, and category theory.	<b>The University of Akron</b>