

# ROBERT GERVAIS

Technical Narrative Designer



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## SUMMARY

Narrative generalist specialized in technical implementation. Built a learning game studio for Epic Games to ship templates and samples to onboard and retain developers leveraging Unreal Engine for their game projects. Acted as technical and narrative director all templates, samples, and games shipped by the studio. Partnered with engineering, design, and art disciplines to ship high-quality games that inspired a new generation of game developers entering the industry through the Fortnite UGC initiative. Game Director partnering with several AAA game studios to ship supplemental narrative content that went viral as Epic grew its UGC business.

## IMPACT AT A GLANCE



- Built a 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	<b>Education &amp; Learning Director</b> 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>	Epic Games
2021 – 2023	<b>Education &amp; Learning Lead</b> 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>	Epic Games
2003 – 2021	<b>Project Manager, Engineer &amp; Technical Writer</b> 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.	AECOM / Aegis Engineering Management / Epic Games

## EDUCATION

2010 – 2016	<b>B.Sc., Computer Science, Real-time Interactive Simulations</b>	DigiPen Institute of Technology
1999 – 2002	<b>B.Sc., Technology &amp; Industrial Arts, Management</b>	Berea College