

ROBERT GERVAIS

Technical Narrative Designer



Portfolio



Article



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LinkedIn Profile

SUMMARY

Narrative generalist and proven lead who thrives at the intersection of storytelling and technical implementation. My expertise shines when moving from high-level world building, character arcs, and dialogue writing to crafting hands-on concrete implementations of narrative features in a variety of languages, including C++ and Blueprints. AAA game industry veteran with a proven history of serving as the narrative stakeholder on several games while also programming and designing narrative systems, defining tools, and shipping over 60 games and templates with Unreal Engine technology. Seeking to bring my expertise in narrative and technical execution to a team building compelling, system-driven narrative experiences.

IMPACT AT A GLANCE

- Formed a learning game studio for Epic Games.
- Shipped over 60 games and templates for Fortnite.
- Scaled all of Epic's cover all UE and EOS APIs.

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

WORK EXPERIENCE

2023 – Present	Education & Learning Director Led the development of hundreds of learning products for the Epic Games ecosystem, including Unreal Engine and Fortnite. Key Accomplishments <ul style="list-style-type: none">• 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.• Formed a high-performing team of engineers, designers, and artists to ship learning games, scaling output to meet the demands of a rapidly growing ecosystem of over 350 million MAU.	Epic Games
2021 – 2023	Education & Learning Lead Onboarded millions of creators into the Fortnite developer ecosystem by innovating EdTech to teach cutting-edge workflows. Key Accomplishments <ul style="list-style-type: none">• 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.	Epic Games
2003 – 2021	Project Manager, Engineer & Technical Writer 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

INDEPENDENT GAMES

2018 – Present	Technical Narrative Designer Working on a 2D sidescroller with fighter and beat-em-up mechanics. <ul style="list-style-type: none">• Designing levels to execute environmental storytelling design.• Designed and wrote cutscenes, lore, and narrative flows for a 2D pixel art game world.• Bridged narrative design and gameplay programming by architecting and implementing a C++ fuzzy logic system to serve as a fuzzy "Intensity Response" for the game's audio and visual aesthetics.	Demon Crush
2025 – Present	Lead Programmer & Narrative Designer Working on a procedurally generated Sudoku game set in a video poker simulation with a City Pop vibe. <ul style="list-style-type: none">• Built a Wave Function Collapse algorithm to procedurally generate Sudoku puzzles.• Developed a character who reacts to the player's moves in the game.• Implemented an Adaptive Neural Fuzzy Inference System to adjust the puzzle difficulty based on player input, and wrote a Genetic Algorithm that mutates the difficulty curve based on the player's performance .	Satoyama Dice

RELEVANT STUDENT GAMES

2014 – 2015	Narrative Lead & Engine Programmer Shipped a 3D sci-fi adventure game and film. Key Accomplishments Based on the student-wide vote, Relic won 1st Place for Best Spoken Dialogue and 1st Place for Best Characters at the DigiPen Game Awards. <ul style="list-style-type: none">• Wrote the complete Story Bible, a 10,000-year historical timeline, alien species guides, and over 2,000 lines of unique dialogue.• Served as the primary narrative owner, responsible for all story, worldbuilding, and writing. Formed and led a Writer's Room to meet aggressive writing schedules.• Simultaneously acted as Engine Programmer, implementing the core narrative system in C++ using state machine and singleton patterns, as well as the UI for subtitles and in-game audio.	Relic
2013 – 2014	Narrative Designer & Engine Programmer Shipped a 2D point-and-click adventure. <ul style="list-style-type: none">• Wrote all cutscenes and created characters for a point-and-click adventure game.• Scripted game logic in Lua and hooked FMOD into the level design pipeline, enabling audio designers to place sound cues and triggers.• Directed voice actors and worked with sound designers to capture and implement recordings.	Satoyama Dice

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