





ROBERT GERVAIS

Game Developer




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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.

IMPACT AT A GLANCE

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

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

EXPERIENCE

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| 2023 – Present | Education & Learning Director
Led the development of hundreds of learning products for the Epic Games ecosystem, including Unreal Engine and Fortnite. <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.• 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. | Epic Games |
| 2021 – 2023 | Education & Learning Lead
Onboarded millions of creators into the Fortnite developer ecosystem by innovating EdTech to teach cutting-edge workflows. <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 |

EDUCATION

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| 2010 – 2016 | B.Sc., Computer Science, Real-time Interactive Simulations | DigiPen Institute of Technology |
| 1999 – 2002 | B.Sc., Technology & Industrial Arts, Management | Berea College |

