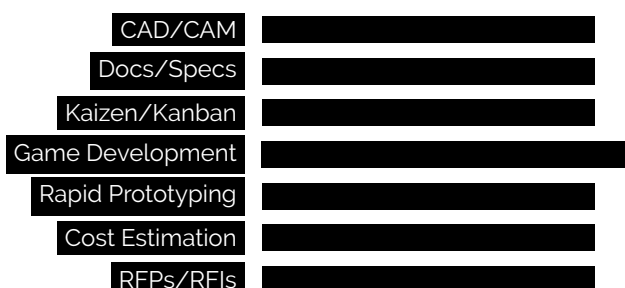# ROBERT GERVAIS

Engineer

Remote, WA

Email

LinkedIn

Steam

SKILLS

I am an "T skill" engineer who collaborates with technical and creative developers to ship S-tier products. I have over twenty years of engineering experience from medium to large enterprise organizations, solving technical problems and overcoming creative chalenges to sustain and grow a product's user base. I can refine an engineering team's vision into telemetry that delivers sustainable solutions for profitable products at a global scale with user sizes of over 350M online users and over 10M consumers daily.
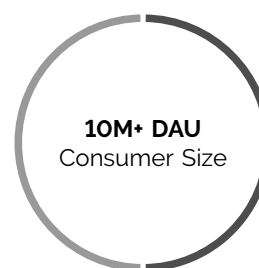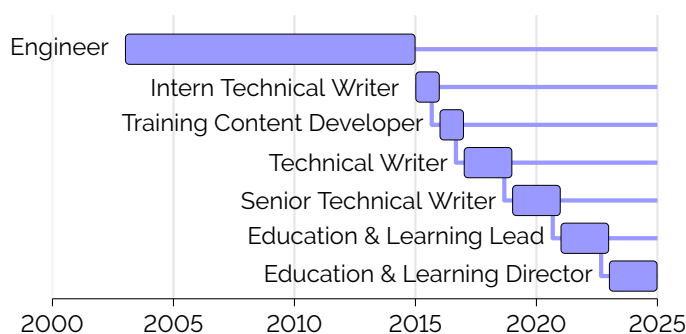
Skill	
CAD/CAM	███████
Docs/Specs	███████
Kaizen/Kanban	███████
Game Development	█████████
Rapid Prototyping	████████
Cost Estimation	███████
RFPs/RFIs	███████

Vision   Strategy   KPIs   Metrics   Telemetry

SUMMARY

Engineer
Intern Technical Writer
Training Content Developer
Technical Writer
Senior Technical Writer
Education & Learning Lead
Education & Learning Director

2000   2005   2010   2015   2020   2025

10M+ DAU
Consumer Size

RECENT ROLES

2023 – 2025	**Education & Learning Director**	**Epic Games**
	Led and shipped documentation and games to sustain and grow the company's product suite.	

2016 – Present	**MSIM Advisory Board Member**	**University of Washington**
	Advising the program chair on education strategies that grow the iSchool's MSIM program.	

EDUCATION

2010 – 2016	**B.Sc., Computer Science, Real-time Interactive Simulations**	**DigiPen Institute of Technology**
	Specialized in building game engine technology.	

1999 – 2002	**B.Sc., Technology & Industrial Arts Management**	**Berea College**
	Specialized in Kaizen and Kanban methods.	

EXPERIENCE

2025 – Present	**Scientist**	**West Yost Associates**
	Providing process and water science solutions to 1M+ consumers impacted by climate change.	
2023 – 2025	**Education & Learning Director**	**Epic Games**
	Led information engineering teams to ship documentation and games that grow 1M+ MAU.	
2021 – 2023	**Education & Learning Lead**	**Epic Games**
	Developed information engineering solutions to sustain and grow 350M+ Fortnite players.	
2019 – 2021	**Senior Technical Writer**	**Epic Games**
	Engineered information architecture to enable global workflow collaboration on Fortnite.	
2017 – 2019	**Technical Writer**	**Epic Games**
	Wrote technical and process documentation for 1M+ users of Unreal Engine technology.	
2016 – 2017	**Training Content Developer**	**Epic Games**
	Developed templates and samples for 800K+ Unreal Engine developers.	
2015 – 2016	**Intern Technical Writer**	**Epic Games**
	Wrote public facing documentation for 500K+ Unreal Engine users.	
2009 – 2015	**Engineer**	**Aegis Engineering Management**
	Developed process engineering solutions for 1M+ recycled water consumers.	
2003 – 2009	**Engineer**	**Boyle Engineering Corporation**
	Developed water and wastewater engineering solutions for 10+ million potable water consumers.	

ENGINEERING AWARDS

2006	**Engineering Excellence Honor Award**	**CELSOC**
	Recognized by the Consulting Engineers and Land Surveyors of California for engineering excellence in the Encina Seawater Desalinated Water Conveyance Facilities Study, enabling the construction of the Claude "Bud" Lewis Desalination Plant that converts 100 MGD of Pacific seawater to potable water that serves a $245 billion economy of 3.3M consumers	
2006	**Engineering Award**	**ACEC**
	Recognized by the American Council of Engineering Consultants for work on the largest desalation project in the Western Hemisphere, offseting 10 percent of Southern California's water use.	

GAME PROJECTS

2017 – Present	**Programmer & Level Designer**	**Demon Crush**
	Building gameplay features and designing levels for an indie 2D pixel beat 'em up game.	
2016 – 2017	**Developer**	**Paragon**
	Worked with narrative team to implement lore in Epic Games' MOBA.	
2015 – 2016	**Technical Director**	**Breach**
	Developed engine features and led 6 programmers for a 3D DigiPen multiplayer survival game.	
2014 – 2015	**Programmer & Narrative Lead**	**Relic**
	Implemented user interface, audio, and narrative features for a 3D DigiPen adventure game.	
	🏆 1st Place, Best Spoken Dialogue & Best Characters	
2013 – 2014	**Programmer & Writer**	**From Where She Dreams**
	Implemented audio and narrative features for a 2D DigiPen adventure game.	
2012 – 2013	**Technical Director & Producer**	**Luminae**
	Implemented Unity features and produced featuers for a 3D DigiPen art exploration game.	
2011 – 2012	**Programmer & Producer**	**0xCELERATOR**
	Implemented AutoCAD level editor and produced features for a 2D DigiPen roller coaster game.	
2010 – 2011	**Programmer & Producer**	**Opus**
	Implemented Discrete FFT system and produced features for a 2D DigiPen schmup game.	