



ROBERT GERVAIS

Game Developer

Remote, WA
LinkedIn

Email
Steam

PRODUCTION SKILLS

I am an "M skill" producer who can mobilize technical and creative developers to ship S-tier games. I have over twenty years of leadership experience from medium to large enterprise organizations, inspiring teams with empathy to reach their maximum potential. I refine vision into telemetry that delivers profitable games at a global scale with audience sizes of over 350M users.



Vision



Strategy



KPIs

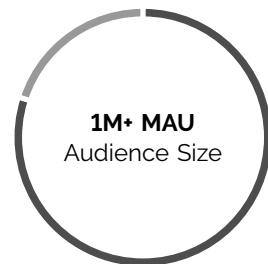
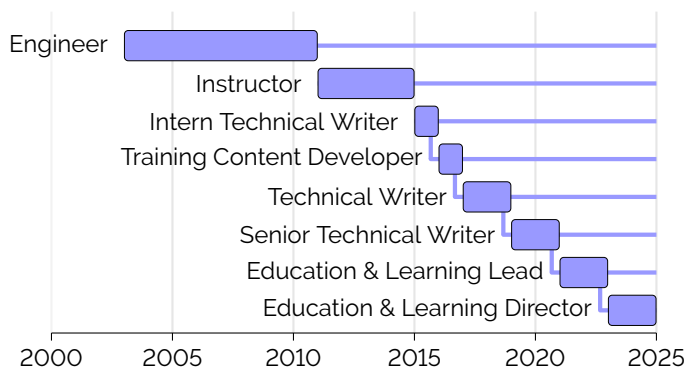


Metrics



Telemetry

EXPERIENCE



RECENT ROLES

2023 – 2025	Education & Learning Director Led and shipped learning campaigns and games to 1M+ MAU for the company's product suite.	Epic Games
2016 – Present	MSIM Advisory Board Member Advising the program chair on education strategies that grow the iSchool's MSIM program.	University of Washington

EDUCATION

2010 – 2016	B.Sc., Computer Science, Real-time Interactive Simulations Specialized in building game technology.	DigiPen Institute of Technology
1999 – 2002	B.Sc., Technology & Industrial Arts Management Specialized in Kaizen and Kanban management methods.	Berea College