

ROBERT GERVAIS

Game Developer



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[LinkedIn Profile](#)

MY SUMMARY

With 10 years of experience documenting Unreal Engine technology and over 15 years as a game developer, I am excited to bring my strong analytical and technical background to ship world class games for players to enjoy. As a test driven developer with experience in formal methods, I am ready to squash challenging gameplay bugs, collaborate with engineering and support teams to resolve technical problems, and build tools that assist in problem solving. I have a passion for improving developer ease, I enjoy diagnosing and troubleshooting game features to improve game stability.

IMPACT AT A GLANCE



Documented Programmer Features for Unreal.



Wrote docs and tools to improve developer ease.



Debugged profiling features for the launch of UE5.

WHAT I BRING

- **Game Engines:** Unreal SDK, UE4, UE5, Unity, LOVE2D
- **Debugging and Profiling Tools:** Unreal Insights, Memory Insights, Visual Studio Debugger, Gnu Debugger, Valgrind, Cppcheck, VisualAssist for Unreal, Ishikawa Diagrams
- **Programming Languages:** C/C++, C#, Lua, Python, Verse, Blueprints, GLSL, HLSL
- **Distributed Systems Debugging:** TLA+
- **APIs:** OpenGL, D3D12, POSIX, OpenAL, FMOD, Wwise
- **Technical Writing:** Docs As Code
- **Embedded Systems:** Arm Certified
- **Computational Math:** 3D/2D Transforms, Linear Algebra, Graphs, FSM, Discrete Math

WORK EXPERIENCE

2023 – Mar 2025

Education & Learning Director

Epic Games

Led documentation of Unreal Engine 5, Unreal Editor for Fortnite, Fortnite Creative, and Epic Online Services.

UEFN Templates Feature Owner: Technical direction for teams developing templates for the launch and expansion of UEFN, shipping over two dozen feature templates that onboard programmers into UEFN, resulting in a smooth developer experience.

2021 – 2023

Education & Learning Lead

Epic Games

Led documentation of Unreal Editor for Fortnite and Fortnite Creative.

Template Islands Feature Owner: Technical direction for teams developing template islands for the launch and expansion of Fortnite Creative, shipping over a dozen template islands that teach designers and artists how to work with Fortnite Creative.

2015 – 2021

Intern/Technical Writer/Senior Technical Writer

Epic Games

Documented the Unreal SDK, Unreal Engine 4, and Unreal Engine 5.

Programmer Documentation Owner: Debugged new profiling and programming features developed for the launch of Unreal Engine 5. As the first user of Unreal Insights, Memory Insights, Build Graph, Unreal Game Sync, my debugging and documentation resulted in a smooth launch of profiling features for UE5. Shipped C++ and Blueprints API documentation and code samples that demonstrate safe, bug-free ways to work with Unreal Engine.

ADDITIONAL EXPERIENCE

Mar 2025 – Present

Lead Programmer

Satoyama Dice

Building a LOVE2D cozy Sudoku game set in a video poker simulator that has a City Pop vibe.

2018 – Present

Programmer

Demon Crush

Gameplay programming and level design for a 2D platformer beat-em-up inspired by ancient Okinawa being made in UE5 with Paper2D.