

# ROBERT GERVAIS

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## OBJECTIVE

I led documentation for Unreal Engine, an open source engine used by game, film and AEM studios worldwide. I am a programmer who can write excellent technical documentation, and I am looking to bring my technical writing, engineering, and programming skills to a new product.

## TOOLBOX

|                   |                           |
|-------------------|---------------------------|
| TECHNICAL WRITING | UNREAL ENGINE             |
| TLA+ / UML        | PROGRAMMING               |
| ENGINEERING       | C++ / Blueprints / Python |

## EDUCATION

**Bachelor of Science in Computer Science**  
*Real-time Interactive Simulations*  
DigiPen Institute of Technology (2016)

**Bachelor of Science**  
*Technology & Industrial Arts Management*  
Berea College (2002)

## ADVISORY BOARDS

**University of Washington**  
*M.Sc. Information Management Program*  
Advising G.A.M.E.R. Group researchers on the development of the video game metadata schema, and sponsoring capstone projects at the iSchool.

**foundry10**  
*G.O.K.U. Metadata for Educational Games*  
Advising researchers on the development of a metadata schema that will enable libraries and educational institutions to categorize educational games.

## CERTIFICATIONS

**PSMJ Resources**  
*Certified Project Management Professional*

**DPIC Companies**  
*Liability IQ Certification for Engineers*

**Arm**  
*ESE101: Embedded Systems Essentials*

## EXPERIENCE

**Scientist**  
**West Yost Associates**

03/2025 – Present  
*Remote*

- **Technical Editing:** I provide technical editing services for over 30 municipal agencies across the State of CA to develop Cross-Connection Control Plans which must meet the new requirements of the State' Department of Water Resources CCCP Handbook.
- **Quality Control:** I perform quality control reviews of design drawings and specifications for cross-connection control, improvement, and fire service plans, including review of SCADA systems for automated pressure reducing and pump stations.

**Education & Learning Director**  
**Epic Games**

2023 – 03/2025  
*Remote*

- **Leadership:** I was entrusted by executives to lead product documentation teams to unify all of the company's documentation under a single landing page experience.
- **Collaboration:** I collaborated with user experience, engineering, design, art, and business teams to provide technical direction while building Epic's first AI-enabled chatbot (Epic Developer Assistant), which will integrate directly into Unreal Engine to bring the company's unified documentation into the product as a core learning feature.
- **Communication:** I was the primary point of contact for brands (including Disney, LEGO, and Paramount) developing documentation and learning resources in partnership with Epic's unified learning platforms.

**Education & Learning Lead, Fortnite**  
**Epic Games**

2021 – 2023  
*Remote*

- **100% Feature Coverage:** I led my team to work with Fortnite's engineers, artists, and designers to ensure full documentation coverage on launch day for Fortnite Creative, Unreal Editor for Fortnite, and the Verse programming language, utilizing TLA+ to validate algorithms written in a new multi-paradigm programming language featuring concurrency constructs. During the launch post-mortem, the UX team reported that a majority of users (>90%) shared that our documentation was functional and useful on launch day for both of Fortnite's debut UGC products.
- **Top Performing SEO:** I partnered with the SEO and UX teams to ship site indices, taxonomies, and glossaries that resulted in >90% CTR on our top 100 documentation pages, including over 80% engagement rates for pages in our lowest (viewed) quartile, indicating that our community was reliably finding documentation with organic search.

**Senior Technical Writer**  
**Epic Games**

2019 – 2021  
*Bellevue, WA*

- **Knowledge Graph:** I interviewed over 100 engineers, designers, and artists around the company to develop a comprehensive Simple Knowledge Organization System (SKOS) schema in a Neo4j database, which was leveraged to build out the Epic Developer Assistant.
- **Information Architecture:** I ran open and closed card sort exercises, interviewed representatives from every team on Unreal Engine, utilized ANOVA to analyze the company-wide card sort results, and leveraged A/B testing to design documentation information architecture for the launch of UE5.

**Technical Writer**  
**Epic Games**

2017 – 2019  
*Bellevue, WA*

- **White Paper:** I worked with the Lead Build Engineer to record the evolution of Epic's process of developing key titles, including Fortnite, Paragon, and Battle Breakers, capturing key workflows associated with the development of UnrealGameSync, Epic's custom distributed development tool, which includes Perforce sync features, file conflict resolution, file versioning, project file generation, and optional binary builds and execution.
- **Style Guide:** While working on the white paper demonstrating the workflows and tools we used to develop and publish Fortnite, I needed to standardize our voice, tone, and style beyond the guidance offered by the Microsoft Manual of Style so I wrote Epic's first custom style guide for

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## NOTABLE AWARDS

### DigiPen Game Awards

#### *Best Spoken Dialogue & Best Characters*

Writing on Relic was voted by students in 2015 to receive 1st place for Best Spoken Dialogue and 1st place for Best Characters.

### CELSOC Award

#### *Engineering Excellence*

Engineering work on the Encina Seawater Desalinated Conveyance Facilities Study was recognized for engineering excellence in 2006 by the Consulting Engineers and Land Surveyors of California (CELSOC).

### ACEC Award

#### *Engineering Excellence*

Engineering work on the Encina Seawater Conveyance Facilities Study was recognized for engineering excellence in 2006 by the American Council of Engineering Companies (ACEC).

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## INDEPENDENT PROJECTS

### Satoyama Dice

#### *Lead Programmer*

Programming a video poker simulator with Lua and writing OpenGL fragment shaders in LOVE for mini Sudoku puzzle games set in a retro City Pop environment.

### Demon Crush

#### *Programmer & Designer*

Programming gameplay systems in C++ and Blueprints, writing shaders in Custom HLSL, and designing levels in Tiled for a Paper2D pixel art beat-em up platformer game in Unreal Engine 5.

### Seeds of Change

#### *Lead Writer*

Setting the stage for QORK, I leveraged Scrivener and KindleCreator to write and publish this 280-page post-apocalyptic graphic novel where plants are at the top of the food-chain.

### QORK

#### *Lead Scripter*

Scripting an IF adventure in ZIL and MDL based on "Seeds of Change," adding one more adventure to The Great Underground Empire of Zork.

written documentation, which was added to the first version of Epic's Brand Guidelines, setting the standard for how EULA users and technology partners interface with Epic's intellectual property.

### Training Content Developer

#### **Epic Games**

2015 – 2017

*Bellevue, WA*

- **Visual Studio Extension:** I developed a Visual Studio Extension that templated a Diataxis approach to writing documentation. This extension was used internally by engineering and technical writing teams to automatically generate the metadata, structured markdown syntax, and template language for conceptual overviews, how-to guides, quick start guides, and reference documents, improving the quality and quantity of documentation being generated for Unreal Engine.
- **Unreal Engine Plugin:** I developed an Unreal Engine plugin for our tutorial system, enabling engineers to wrap functional engine and gameplay code into snippets that APIDocTool could ingest for the C++ API Reference Manual.

### Technical Writing Intern

#### **Epic Games**

Summer 2015

*Cary, NC*

- **APIDocTool:** I was responsible for debugging Linux, Android, and iOS API calls into APIDocTool, building the hooks for Unreal's reflection system to detect new code being written for upcoming releases of UE4. I also maintained and extended the Code Snippet and Statistics modules as the engine grew over time.
- **FPS Sample:** I mapped classes between Unreal Tournament and Unreal Engine into UML diagrams, which enabled me to migrate legacy components from Unreal Tournament into Unreal Engine's First Person Shooter sample, writing one of the most downloaded and widely used tutorials on Epic's documentation site.
- **Engineering Methods:** Leveraging my professional engineering experience, I introduced rigorous engineering methods, including lightweight RFC processes and data driven methods for developing valuable technical artifacts in order to standardize and elevate the quality of documentation being written for Unreal Engine 4.

### Engineer

#### **Aegis Engineering Management**

2009 – 2015

*Remote*

- I wrote technical memorandums for municipal agencies to comply with Titles 17 & 22 of the CA Code of Regulations.
- I scripted tools in Python to validate plats and legal descriptions for public agencies, utilizing GIS databases to validate bearings reported by land surveyors.

### Engineer

#### **AECOM**

2008 – 2009

*San Diego, CA*

- I wrote economic benefit apportionment reports for private and municipal agencies to comply with the CA Landscaping & Lighting Act of 1972 and CA Proposition 218.
- I built tools in Lisp to streamline and automate drafting tasks for drafters to easily script workflows, which improved the quantity and quality of design documents.

### Engineer

#### **Boyle Engineering Corporation**

2003 – 2008

*San Diego, CA*

- I wrote technical specifications for municipal agencies to comply with requirements set by the CA Department of Water Resources and the EPA. I also wrote legal descriptions for grants and quitclaims in accordance with the ALTA Land Surveying requirements.
- I scripted models in Fortran and ran custom hydraulic water system analyses to evaluate the configuration of proposed water systems and their suitability to serve proposed developments during fire flow and peak demand conditions.

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*"Omit needless words."*