



ROBERT GERVAIS

Game Developer



Remote, USA

LinkedIn

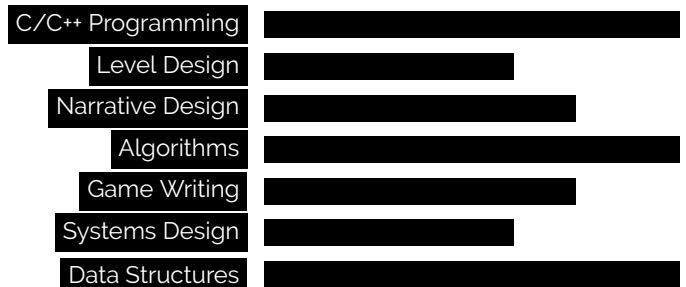


Email

Steam

SKILLS

I am an "M" skill game developer with the ability to synthesize technical and creative skills to deliver S-tier solutions across genres. I have over two decades of experience making games from indie to world-class AAA titles, providing heroic inspiration for game teams and players alike. Advanced training in math enables me to normalize a game's vision into telemetry that informs how studios profitably deliver fun games to audiences at any scale.



Vision



Strategy



KPIs

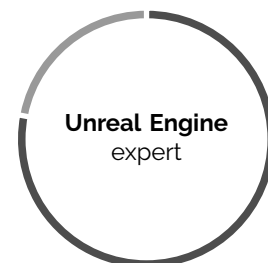
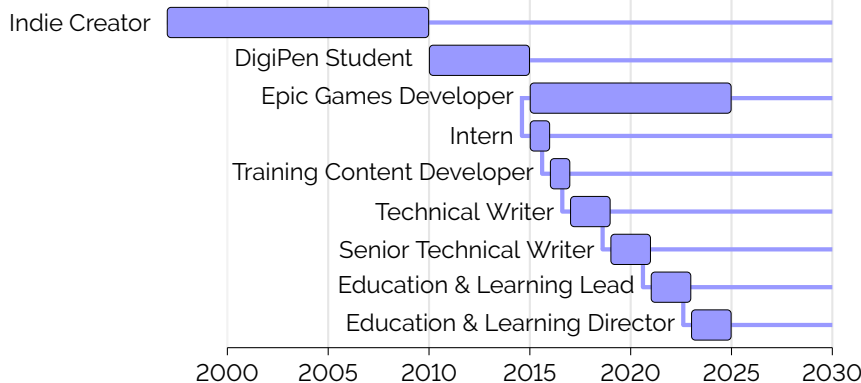


Metrics



Telemetry

EXPERIENCE



EDUCATION

2010 – 2016	B.Sc., Computer Science, Real-time Interactive Simulations Specialized in real-time interactive simulations that enable the development of narrative systems, including specialized development of UI, AI, audio, graphics, and physics features.	DigiPen Institute of Technology
1999 – 2002	B.Sc., Technology & Industrial Arts Management Specialized in Kaizen and Kanban production methods that optimize workflows which enable teams to ship S-tier games at scale.	Berea College
1997 – 1999	Transfer, Applied Mathematics Specialized in trigonometry, analytic geometry, calculus, differential equations, probability and statistics, discrete mathematics, fuzzy logic, and category theory.	The University of Akron