

Game Developer

I'm a Canadian game developer with a keen interest in game engine design and graphics. I'm always interested in learning how things work and how they can be improved.

Projects

Graphics API Comparison

2017

Language: **C++**In an attempt to get a better understanding of DirectX,
OpenGL, and Vulkan, I made a basic render engine to
compare the three side by side.

ajweeks.com/rendering-engine

Tangent (Single-player racing game) 2017

Language: **C++**A single-player racing game made in about a week.
Utilized geometry shaders to generate meshes around a Bézier Curve.

ajweeks.com/tangent

Redshift (Unity Game)

2017

Language: **C#**My second time working in a game-development group setting, with loose restrictions on our game choice. I was responsible for the level generation and player movement along with many other things.

aiweeks.com/redshift

HexaHover (Game Jam Game)

2017

Language: **C#**An entry into the Ludum Dare 72-hour game jam. Made with two friends and the Unity game engine.

<u>ajweeks.com/hexahover</u>

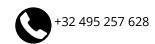
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Languages

C++, C#, Java GLSL, HLSL HTML, CSS, JS

APIs

OpenGL, Vulkan, D3D11 + 12, FMOD, PhysX, SFML

Software

Visual Studio, Git, UE4, Unity 5, 3ds Max, Blender, Photoshop, SourceTree

Formal Education

Bachelor Digital Arts & Entertainment 2015-present 3 year degree program Game Development Major Howest, Kortrijk, Belgium