

# AJ Weeks

## 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

### Flex Rendering Engine

2017

Language: C++

*Personal project*

A personal rendering engine which supports Vulkan and OpenGL. Main design goal was to abstract away rendering API details to rest of code base.

[ajweeks.com/flex-engine](http://ajweeks.com/flex-engine)

### Tangent (Single-player racing game)

2017

Language: C++

*Personal project*

A single-player racing game made in about a week.

Utilized geometry shaders to generate meshes around a Bézier Curve.

[ajweeks.com/tangent](http://ajweeks.com/tangent)

### Redshift (Unity Game)

2017

Language: C#

*Group project*

Fast-paced one on one racer made in around three months with three other team members. I was responsible mainly for track generation and player movement as well as several other mechanics.

[ajweeks.com/redshift](http://ajweeks.com/redshift)

### HexaHover (Game Jam Game)

2017

Language: C#

*Group Project*

An entry into the Ludum Dare 72-hour game jam. Made with two friends and the Unity game engine.

[ajweeks.com/hexahover](http://ajweeks.com/hexahover)

## Formal Education

### Bachelor Digital Arts & Entertainment

2015-present

3 year degree program

Game Development Major

Howest, Kortrijk, Belgium



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## Languages

C++, C#, Java

GLSL, HLSL

HTML, CSS, JS

## APIs

Vulkan, OpenGL, D3D,

PhysX, GLFW, GLM,

FMOD, SFML

## Software

Visual Studio, Git,

Unreal Engine 4, Unity,

3ds Max, Blender,

Photoshop,

SourceTree