

# 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

#### 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

#### 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

#### **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

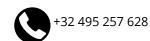
# ajweeks.com











## Languages

C++, C#, lava 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

## **Formal Education**

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