

# AJ Weeks

Not your average 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++

*Personal project*

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/APITechDemo](http://ajweeks.com/APITechDemo)

### Apex Engine (2D game engine)

2016

Language: C++

*Personal project*

Between semesters of university I decided to make a 2D engine with the C++ knowledge I had acquired over the past year.

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

### Redshift (Unity Game)

2017

Language: C#

*Group project*

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.

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

### Rubiks Cube Simulator

2017

Language: C++

*Personal project*

To further my understanding of programming 3D applications I made a solvable virtual rubik's cube using D3D11 and PhysX.

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

## Formal Education

### Bachelor Digital Arts & Entertainment

2015-present

3 year degree program

Game Development Major

Howest, Kortrijk, Belgium



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



[linkedin.com/in/aj-weeks](https://www.linkedin.com/in/aj-weeks)



[contact@ajweeks.com](mailto:contact@ajweeks.com)



[github.com/ajweeks](https://github.com/ajweeks)



[Kortrijk, Belgium](#)



+32 495 257 628

## Languages

C++, C#, Java

GLSL, HLSL

HTML, CSS, JS

## APIs

OpenGL, Vulkan,

D3D11 + 12,

FMOD, PhysX, SFML

## Software

Visual Studio, Git,

SourceTree,

3ds Max, Blender,

Photoshop,

UE4, Unity 5