

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

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/rendering-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

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

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

Formal Education

Bachelor Digital Arts & Entertainment

2015-present

3 year degree program

Game Development Major

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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