

# 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.

aiweeks.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

### 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

#### **Rubiks Cube Simulator**

2017

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

ajweeks.com/Rubiks

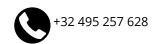
# ajweeks.com











# 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

## **Formal Education**

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