Andrew (AJ) Weeks

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Game Developer

Final year student with a keen interest in **graphics programming** and **game engine design**.

Education

- *Digital Arts and Entertainment,* Kortrijk, Belgium (2015-2018)
  Game Development Major: Graphics programming, AI programming, Applied Math & Physics, Unreal Engine 4, Unity Engine, High & Low Poly Modeling, Rigging, Photoshop & Illustrator. Attended Brains Eden Game Jam 2017 in Cambridge.

Technical skills

- *2 years C++:* Strong understanding of OO concepts, 3rd party libraries / APIs (Vulkan, DirectX, etc.), contributor to open source projects. ([GitHub](https://github.com))
- *Experience in other languages:* C#, HTML5, JavaScript, Processing, Python
- *Competent at:* Modeling, unwrapping, rigging, and skinning in 3Ds Max

Personal skills

- Attention to details
- Motivated and persistent
- Eager to learn
- Problem solver

Employment History

- *Intro Course Teacher*, 2017 - Teaching new students the fundamentals of programming over a two day period.
- *Joey's Seafood Restaurants Cook,* 2014-2016 - Learned responsibility, team skills and leadership roles.

Projects

- **Flex Engine**, Feb. 2017-current - A personal rendering engine I started to better understand graphics APIs. Supports Vulkan and OpenGL, physically-based rendering, image-based lighting. ajweeks.com/flex-engine
- **Redshift**, Feb.-May 2017 - A local multiplayer racing game made in the Unity Engine. 4 person team. Responsible for player movement, track generation. ajweeks.com/redshift

Hobbies/Interests

- *Game Development:* Game jams, solo projects, code challenges, personal projects
- *Playing games:* Current favourites: Thumper, Overwatch, INSIDE, Enter The Gungeon, Shovel Knight, Burnout Paradise, Keep Talking and Nobody Explodes
- *Activities in the outdoors:* Running, mountain biking, snowboarding, camping