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.

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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/

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/apex-engine/

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/

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-cube/

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