Andrew (AJ) Weeks
Game Developer

I'm a Canadian game developer with a strong interest in **graphics, game engine design, and optimization**. I'm always interested in learning how systems work and how they can be improved.

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Employment History

Electric Square - Programmer *2018-present*
Project: **Unreleased**
Responsibilities include engine development, optimization, editor modifications, as well as gameplay and UI work.
electricsquare.com

Projects

Flex Engine *2017-present*
Language: **C++** *Personal project*
A personal game engine I use to better my understanding of graphics APIs (Vulkan, OpenGL, DirectX), and various low level engine systems.
ajweeks.com/flex-engine

Raymarching Workshop *2018*
Language: **GLSL, ShaderToy**
A workshop I gave to colleagues which covers the theory and application of a rendering technique known as Raymarching.
github.com/ajweeks/RaymarchingWorkshop

Redshift *2017*
Language: **C#, Unity** *Group project*
Fast-paced one-on-one racer made in three months with three other team members. Responsible for track generation and player movement.
ajweeks.com/redshift

Languages
C++, C#
GLSL, HLSL, JS

APIs
Vulkan, OpenGL, D3D, PhysX, GLFW, GLM, FMOD, SFML

Software
Visual Studio, Perforce, Git, Unreal Engine 4, Unity, WPA

Formal Education

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