

Andrew (AJ) Weeks

Game Developer

I'm a Canadian game developer with a keen interest in **graphics** and **game engine design**. I'm always interested in learning how things work and how they can be improved. I'm currently looking for an **eighteen week internship**, starting in **February, 2018**.

Projects

Flex Rendering Engine

2017

Language: **C++** *Personal project*

A personal rendering engine which supports Vulkan and OpenGL. Main design goal was to abstract away rendering API details to rest of code base.

ajweeks.com/flex-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*

Fast-paced one-on-one racer made in around three months with three other team members. I was responsible mainly for track generation and player movement as well as several other mechanics.

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

Howest, Kortrijk, Belgium



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Languages

C++, C#, Java
GLSL, HLSL
HTML, CSS, JS

APIs

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

Software

Visual Studio, Git,
Unreal Engine 4, Unity,
3ds Max, Blender,
Photoshop,
SourceTree