

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.



ajweeks.com



[linkedin.com/in/aj-weeks](https://www.linkedin.com/in/aj-weeks)



contact@ajweeks.com



github.com/ajweeks



[Kortrijk, Belgium](#)



+32 495 257 628

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

Internship - Electric Square

2018

Project: **TBD**

Eighteen week student internship at Electric Square.

electricssquare.com

Wingate

2017-18

Language: **C++**, **UE4**

Group Project

Rogue-like RTS game, made with five team members over ten weeks. Responsible for user interface, camera, and unit selection

ajweeks.com/wingate

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#, 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

Formal Education

Bachelor Digital Arts & Entertainment

2015-present

3 year degree program

Game Development Major

Howest, Kortrijk, Belgium