

# ANDREW (AJ) WEEKS

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## GAME DEVELOPER

Programmer with a strong interest in **graphics programming** and **game engine architecture**.

### EMPLOYMENT HISTORY

- *Electric Square, Feb2018-Cur*, Four-month internship followed by full time employment as a game developer. Responsibilities include: **engine development** (*modifying render pipeline, improving game load times, optimizing bottlenecks, etc.*), **tool development** (*version control editor integration modifications, improving testing framework load times, screenshot tool fixes, etc.*), and **gameplay** feature development (*first-time user experience system modifications, UI modifications, etc.*).
- *Intro Course Teacher, 2017* - Teaching new students the fundamentals of programming over a two day period using the processing programming language.

### TECHNICALSKILLS

- *3 years C++*: Strong understanding of core concepts, graphics APIs (Vulkan, DirectX, OpenGL), contributor to open source projects. ([GitHub](#))
- *Experience in other languages*: C#, Python, UE4 Blueprints, JavaScript, Processing
- *Competent at*: Modeling, unwrapping, rigging, and skinning in 3Ds Max

### PERSONALSKILLS

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

### 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 & 2018 in Cambridge.

## PROJECTS

- **Raymarching Workshop**, 2018 – A workshop I gave to colleagues which goes through the theory and application of a rendering technique known as Raymarching. ([link](#))
- **Flex Engine**, Feb. 2017-current - A personal game engine I use to better understand graphics APIs and low level engine concepts. Supports Vulkan and OpenGL, physically-based rendering, image-based lighting. ([link](#))
- **Redshift**, Feb.-May 2017 - A local multiplayer racing game made in the Unity Engine. 4 person team. Responsible for player movement, track generation. ([link](#))

## HOBBIES/INTERESTS

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