Brendan Ure

brendanure.dev | linkedin.com/in/brendan-ure | brendandavid1@gmail.com

SKILLS

Languages: Python, C, C#, Java, JavaScript
Frameworks/Libraries: React, Node.js, Express, Tailwind CSS, WebGL, PyTorch
Databases: SQL, PostgreSQL, MongoDB
Cloud & DevOps: AWS (EC2, S3), Docker, Git, CI/CD
Other: REST APIs, Agile/Scrum, Unity, Multiplayer Networking

PROJECTS

Advanced Graphics Engine - github.com/tehzwen/ConstructionYard | constructionyard.ca
- Expanded a basic WebGL renderer into a full-stack, state-saving graphics engine.
- Used at MacEwan University to help teach CMPT 370 students (150+ students annually).

Recipe Buddy - github.com/Ure-B/Recipe-Buddy
- Developed a MERN stack recipe-sharing platform with authentication and CRUD features.
- Implemented secure user login, recipe bookmarking, a rating system and search capabilities.

Whacked! - store.steampowered.com/app/3745140/Whacked
- Built a multiplayer shooter as the sole developer alongside an artist and sound designer.
- Showcased the project at Game Con Canada (40,000+ attendees) receiving 50+ wishlists.

EXPERIENCE

Simon Fraser University
Research Assistant
Jan 2025 – Jun 2025
Edmonton, AB
- Researched deep learning models for analyzing brain structures in relation to Dementia, Alzheimer's, and ALS.
- Designed and trained a 3D variational autoencoder using PyTorch, processing 1,000+ MRI scans (16k vertices each).
- Presented my findings at MacEwan University's research day.

Code Ninjas
Code Sensei
May 2023 – December 2024
Edmonton, AB
- Taught coding fundamentals to 100+ students (ages 7–14) in classrooms of 10–20.
- Guided students through a range of technologies like Microsoft MakeCode, JavaScript, C#, and Unity.

EDUCATION

MacEwan University
B.Sc. Computer Science - Business Studies Minor
2021 – 2025
Edmonton, AB
- First Class Academic Standing (3.5 GPA in final two years).
- Jason Lang Scholarship recipient.