Brendan Ure

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SKILLS

Languages: Python, C, C#, Java, JavaScript, SQL
Frameworks/Libraries: PyTorch, WebGL, React, Node.js
Tools: Git, Docker, VS Code, AWS (EC2, S3), Unity
Other: Agile/Scrum

PROJECTS

Advanced Graphics Engine - github.com/tehzwen/ConstructionYard │ constructionyard.ca
Transformed a basic WebGL engine into a full-stack, state-saving application, which is currently used to help teach CMPT 370 students at MacEwan University.

Recipe Buddy - github.com/Ure-B/Recipe-Buddy
A web application created using the MERN stack that allows users to post, review, save and search for recipes.

Whacked! - store.steampowered.com/app/3745140/Whacked
Worked as the sole developer, alongside an artist and sound designer, to create an online multiplayer top-down shooter that is currently available on Steam.

EXPERIENCE

Simon Fraser University   Jan 2025 – Jun 2025
Research Assistant   Edmonton, AB
- Collaborated remotely on a team of researchers to develop cutting-edge deep learning models that analyze brain structure in correlation with Dementia, Alzheimer's, and ALS.
- Built a variational auto-encoder that utilizes 3D convolution and trains on a dataset of 1000+ MRI scans (16k vertices per file).
- Presented my findings at MacEwan University's research day.

Code Ninjas   May 2023 – December 2024
Code Sensei   Edmonton, AB
- Guided classrooms of 10-20 students through varying coding concepts, from variables and data types to complex functions and algorithms.
- Taught a range of technologies like Microsoft MakeCode, JavaScript, C#, and Unity.

EDUCATION

MacEwan University   2021 – 2025
Bachelor of Science, Computer Science Major   Edmonton, AB
- Received First Class Academic Standing, based on high academic achievement.
- Awarded the Jason Lang Scholarship which is given to students who earned at least a 3.2 GPA in the previous academic year.