

Brendan Ure

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

SKILLS

Languages: Python, C, 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, Linux, Bash

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

- Designed and developed an online multiplayer game in Unity as the sole developer.
- Showcased the project at Game Con Canada (40,000+ attendees), receiving 50+ wishlists.

EXPERIENCE

Simon Fraser University

Jan 2025 – Jun 2025

Research Assistant

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

May 2023 – December 2024

Code Sensei

Edmonton, AB

- Taught coding fundamentals to 500+ 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

2021 – 2025

B.Sc. Computer Science - Business Studies Minor

Edmonton, AB

- First Class Academic Standing (3.5 GPA in final two years).
- Jason Lang Scholarship recipient.