

Brendan Gorchinsky

Hamilton, ON | 905-802-3243 | brendangorch@gmail.com | [Portfolio](#) | [GitHub](#) | [LinkedIn](#)

EDUCATION

Western University

September 2021 – June 2025

Bachelor of Engineering Science – Software Engineering | GPA: 3.61 / 4.0 (88%)

- Dean's Honor List (2021 – 2025), Western AI Developer, UES Conference Delegate Selection Committee

TECHNICAL SKILLS

Programming Languages: C#, TypeScript, JavaScript, Python, C++, HTML/CSS, SQL

Libraries and Frameworks: ASP.NET Core, React.js, Node.js, Express.js, OpenGL

Tools and Platforms: Git/GitHub, SQL Server, Microsoft Azure, Unity, Postman

EXPERIENCE

Summer Student, Golf Operations

June 2024 – August 2024

City of Hamilton

- Operated ride-on and handheld equipment to maintain the tee decks, greens, and bunkers.
- Applied soil and seed to the tee decks to support turf regeneration and repair where needed.

Estimating Student (Coop)

May 2022 – August 2022

PCL Construction

- Assisted in closing the tendering stage for 2 separate divisions- miscellaneous metals, and demolition for a multimillion-dollar special project by communicating with subtrades and performing on-screen takeoffs.

PROJECTS

AppTrack | C#, TypeScript

- Created a **full-stack** web application for managing and tracking job applications featuring built-in analytics to display application outcomes and trends.
- Designed and built a **RESTful Web API** backend in **ASP.NET Core**, interacted with by a **React.js** frontend, using **SQL Server** for storage enabling CRUD operations on job applications, updates, and accounts with authentication.
- Implemented secure authentication and authorization using the **ASP.NET Core Identity framework** with **JWT** access and refresh tokens stored in **HTTP-only cookies**.
- **Deployed** and hosted AppTrack on **Microsoft Azure** using **App Services** and **Azure SQL Database**, with automated **CI/CD** pipelines configured with **GitHub Actions**.

Easy Metrics | C++

- Developed a Windows application for monitoring real-time AMD GPU and CPU hardware performance metrics.
- Utilized **SFML** with **ImGui** for window creation providing deep customization for the on-screen metrics overlay.
- Gathered over **10 real-time hardware performance metrics** per second using **ADLX** for interfacing with AMD hardware and used **C++** optimizations to avoid impacting system performance.

Animal Image Clustering Model | Python

- Built an **unsupervised** image clustering system in **Python** to group images of five animal species using **K-Means**.
- Preprocessed and extracted features from raw image data for clustering and visualization.
- Applied **feature extraction** techniques to improve clustering quality and explored integration with **transfer learning**.

Rustborn: A 2D Sandbox Game | C#, Unity

- Collaborated with an **Agile** team using Unity VC, and **Jira** with **Confluence** to design and develop a 2D sandbox game featuring mining, crafting, building, and combat mechanics in a procedurally generated world which was voted as a **top 5 software engineering capstone project** of the year by classmates.
- Developed a procedural world generation system using random binary maps and the **marching squares algorithm**, with cave and ore structures generated via a **random walk algorithm**.