BRENDEN TRUDEAU

CONTACT

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SKILLS

- Competent in Java, Python, and Bash along with several IDE's PyCharm, IntelliJ, Vim, VSCode
- Learning C/C++
- Knowledge in Pygame, Unreal Engine 5, and Blender
- Agility, collaboration, and problem solving

EDUCATION

McGill University (2020 - 2026)
Bachelor of Science -
Software Engineering Major
- Active member of GameDev McGill and Competitive Programming McGill
- Currently learning algorithms, practical low-level programming, graphic design, and functional programming

Bachelor of Engineering -
Mechanical Engineering
- Completed 2 years of engineering before my ambitions lead me to computer science
- Member of McGill Baja Racing design team

Marianopolis College (2018 - 2020)
Degree of Pure and Applied Sciences
- Produced a motivational video to encourage student voting in the Canadian Federal Election as a member of the Marianopolis Broadcast Network and student ambassador for Elections Canada.

PROFILE

A young professional working towards a Bachelor's degree majoring in Software Engineering at McGill University with ever-growing experience and interest towards design through coding. Looking to contribute my quickly evolving skills, gaining real-world experience, and combining the software industry with my passion for the outdoors.

EXPERIENCE

Alpine Racing Ski Coach   2019-present
Club de Ski Mont-Orford
- Development level certified
- Lead coach of U16 age category
  - Manage a team of coaches to ensure optimal athlete development through creation of a structured training plan
  - Communication of critical information to parents and athletes
  - Ensuring the development of life-long skills including critical thinking, resilience, and autonomy.
  - Referee and course setter for regional races

Assistant Valve Technician   4-month internship 2022
Laurentian Controls
- Life cycle management of control and safety valves
- Valve evaluation and repair in-house and on-site
- Usage of special machinery such as overhead crane, hydraulic press, and pneumatic drills

PROJECTS

Shut the Box
- Transformed the popular chance game into a playable prototype through Pygame
- Created objects from meshes modeled in Blender
- Downloadable beta version published on itch.io

Pac-Man first person
- The classic game reimagined through a first person narrative
- Currently under development using Unreal Engine 5

LANGUAGES

Français ◆◆◆◆◆   English ◆◆◆◆◆