

BRENDEN TRUDEAU

CONTACT

- 📞 +1 (514) 978-0323
- ✉️ brendentrud@gmail.com
- 📍 711-405 rue de la Concorde,
H3A 0H1 Montreal, Québec, Canada
- 🌐 brendentrudeau.ca

PROFILE

Driven software engineering student with a passion for game development, currently pursuing a BSc at McGill University. Seeking my first industry internship to apply my growing expertise in software development. Skilled in team coordination, problem-solving, and creating engaging gameplay experiences through hands-on projects. Excited to contribute innovative ideas and practical solutions to dynamic software development teams.

SKILLS

- Competent in Java, Python, C/C++, Git
- Proficient in Unity and learning C# for game development
- Knowledge in HTML, CSS, and JS used in the creation of my website
- Basic skills using Pygame, and Blender

Soft Skills

- Agility, collaboration, and problem solving

LANGUAGES

Français  English 

EDUCATION

McGill University (2020 - 2025)

BSc - Software Engineering

- Active member of GameDev McGill
- Recent and current classes include Intro to AI, Intro to Machine Learning, Soft. Eng. Project, Software Design

BEng - 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.

WORK EXPERIENCE

Lead U16 Alpine Racing Ski Coach 2019-present Club de Ski Mont-Orford

- Development level certified
- 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 Jan 2023

- Reimagined the popular chance game into a digital version using Python and Pygame
- Modeled 3D assets in Blender and integrated them as sprites for a polished aesthetic

GDM Studios gamedev competition - GameDev McGill Dec 2024 - Mar 2025

- Designing core gameplay mechanics and contributing to the overall concept of a 2.5D roguelike game developed in Unity
- Overseeing coding efforts by guiding a team of 8
- Establishing and managing a project board to organize, assign, and track tasks, facilitating effective team collaboration

Software Engineering Project

Dec 2024 - Apr 2025

- Collaborating with a team of 7 to develop a modernized version of the 1994 game XCOM: UFO Defense in Unity as part of a semester-long class project
- Integrating concepts from my degree into a real-world development cycle, emphasizing proper documentation and team collaboration
- Creating comprehensive design documents, including the specifications document and the design document