

TREVOR PILTCH

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EDUCATION

McGill University – 3.81/4.0 GPA

September 2023 - May 2027

B.Eng. Software Engineering Co-op

- *Relevant Coursework: COMP251 - Data Structures & Algorithms, ECSE324 - Computer Organization, ECSE223 - Model Based Programming, ECSE222 - Digital Logic, MATH240 - Discrete Structures, ECSE427 - Operating Systems*

Phillips Exeter Academy – 3.89/4.0 GPA

September 2020 - June 2023

TECHNICAL SKILLS

Languages: Swift, Java, Kotlin, C/C++, Python, HTML/CSS, Ruby, Go, Bash

Frameworks: SwiftUI, Rails, STM32HAL, CppUTest, Hugo, JetPack Compose, FreeRTOS

Tools: Git, Xcode, Android Studio, VSCode, STM32CubeIDE, Vim, Latex, GDB

Certifications: Amateur radio license

ENGINEERING EXPERIENCE

Bellacrest | Mobile Development Intern

May 2025 – Ongoing

Development work for Always Art, Remote

- Developed an iOS application from scratch using Swift and SwiftUI, enabling users to browse artwork collections, discover art fairs, and initiate purchase requests through an intuitive native interface
- Established unit testing protocols with the SwiftTesting framework and API mocking strategies, achieving over 90% code coverage and eliminating critical integration failures
- Built a resilient networking architecture leveraging Swift's async/await concurrency model and error handling, delivering consistent data synchronization between mobile client and backend services
- Collaborated effectively within a small agile development team, participating in weekly stand-ups and sprint planning sessions to deliver features on schedule and maintain consistent code quality within the mobile application codebase

McGill Rocket Team | Flight Computer Software Lead

May 2024 – August 2025

McGill University, Montreal, Qc

- Manage a team of nine members, including recruitment, task assignments, and project planning through GitHub, and collaborate with other interdisciplinary teams to gather requirements and perform integration tests
- Architected and implemented a migration to FreeRTOS introducing concurrent programming techniques to support the increased radio communication requirements and reduce response latency for flight critical operations
- Refactored radio command handling using C lookup tables to improve execution speed from 15hz to 20hz to allow fast CAN, I2C, and radio communications
- Created a Raspberry-Pi powered development server using GDB and C to allow members to work without needing access to flight computer hardware which increased task completion velocity by 80%

Always Art | Mobile Developer

June 2022 – April 2025

Part time work, Remote

- Oversaw the deployment of native iOS and Android apps at the Zonamaco Art Fair in Mexico City - Latin America's largest art fair with over 81,000 attendees - enabling collectors to manage artworks using features like barcode scanning and image galleries
- Designed and developed the iOS app using Swift and SwiftUI and then taught myself Kotlin and JetPack Compose for the Android app, incorporating system features like widgets, deep linking, and offline support

SOFTWARE PROJECTS

Wheels | Founder and Lead Developer

June 2022 – Ongoing

Personal project, Montreal, Qc

- Architected and launched Wheels, a skateboard tracking app featured on [9to5Mac's Indie App Series](#) with over 2000 downloads, and 4.9/5.0 stars on the app store
- Built using Swift and SwiftUI to include realtime GPS metrics, persistent storage, widgets, live activities, and Siri Shortcuts to allow users to view their skating stats while riding