Philippe Boudreau

Senior iOS Software Engineer

```
1 514-473-3773 • 1 boudreau.philippe@cerius.info
```

<u>www.cerius.info/philippeboudreau</u> • ► Montreal, QC

Summary

Versatile software engineer with over 20 years of experience and a deep specialization in Apple platforms since 2009. Known for delivering polished, performant iOS apps and tackling complex challenges across domains like AR, AI/LLMs, and enterprise systems.

Core Technologies

```
Swift • SwiftUI • UIKit • Combine • visionOS • CoreML • ARKit
Objective-C • Xcode Cloud • XCTest • Jenkins • REST/JSON APIs
CI/CD • Metal • Core Data • PHP • SQL • Bash • Unix CLI
```

Experience

Apple (via Monks) — Senior iOS Engineer

2020-2025

- Prototyped cutting-edge retail experiences using Swift, ARKit, visionOS, and AI/LLMs.
- Built internal tools for real-time content, settings, and behavior management across global retail devices.
- Pioneered remote device configuration frameworks at scale.

First American (via Monks) — Lead Mobile Engineer

2018-2020

- Led native iOS and Android development for title insurance platform "Clarity First."
- Delivered secure, on-the-go access to client accounts via high-performance apps.

Independent App Developer

2009-Present

- Breaker Meister (2024) Breaker ID and panel mapping utility for homeowners.
- <u>com.post</u> (2023) Offline reader app with auto-tagging and privacy-first sync.
- Vest (2017) Investment tracker with financial data visualization.
- Woodcraft (2011) First CAD woodworking app on iOS with live bill of materials.
- Terrapad (2009) Configurable geo-referenced database and mapping app.

Hydro-Québec, BC Hydro & others — Software Engineer / Consultant

2001-2017

- Specialized in GE Smallworld GIS customizations, system integrations, and interface development for utilities.
- Led data migration, performance optimization, and test automation efforts.

Education

B.Sc. Computer Science, Magna Cum Laude

University of Ottawa — 2000