

BERNAT BORRÀS CIVIL

Cybersecurity Software Engineer and Computer Engineering student

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📄 Bernat Borràs Civil 📺 BernatBC 📍 Sabadell, Spain

EXPERIENCE

Cybersecurity Software Engineer Junior at Build38

📅 June 2025 - Present 📍 Barcelona, Spain

- Responsibilities:
- Developing cybersecurity SDK using C
 - Developing wrappers for Android & iOS using Swift, Java and Ionic

Cybersecurity Software Engineer Intern at Build38

📅 October 2024 - May 2025 📍 Barcelona, Spain

- Responsibilities:
- Developing cybersecurity SDK using C
 - Developing wrappers for Android & iOS using Swift, Java and Ionic

Solutions Engineering Intern at Build38

📅 February 2024 - September 2024 📍 Barcelona, Spain

- Responsibilities:
- Integrating cybersecurity SDK to Android & iOS apps
 - Developing apps using Kotlin, Swift, React Native and Flutter
 - Developing security tools such as obfuscator

EDUCATION

Master's degree in informatics engineering - 90 ects

📅 September 2024 - Present 📍 Universitat Politècnica de Catalunya

Bachelor's degree in informatics engineering, specialization in Computing - 240 ects

📅 September 2020 - June 2024 📍 Universitat Politècnica de Catalunya

Exchange studies (Erasmus+ Programme) - 30 ects

📅 August 2023 - December 2023 📍 Aalto University, Finland

HACKATHONS AND CONTESTS

Junction

📅 2023 📍 Helsinki, Finland

Nordic Collegiate Programming Contest

📅 2023 📍 Aalto University, Finland

The Royal Hackaway v6

📅 2023 📍 The Royal Holloway, UK

Google Hash Code

📅 2021, 2022

HackUPC

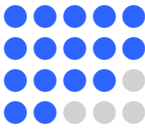
📅 2021, 2024 📍 Universitat Politècnica de Catalunya

Google Code Jam

📅 2021

LANGUAGES

Catalan
Spanish
English
French



OPEN SOURCE

- Hugo - Toha: Maintainer
- FreeCAD: Contributor
- Jellyfin: Contributor
- SourceGit: Contributor

SKILLS

C, C++, C#

- Using it as the main programming language. Used in Build38, college, contest programming and for game developing.

Java & Kotlin

- Used mainly for developing Android wrappers and apps in Build38. Also used in side projects.

Swift

- Used for developing iOS wrappers and apps in Build38.

Python

- I've use it in many college subjects. I created a Telegram Bot, used for various machine learning models, and some scripting for a Neural Network.

Unity

- Medium understanding. Used to develop some video games, as well as a VR and an AR app.

Web development

- Created some websites with it, including this one. Also contributed to the theme of this site.

Teamwork

Problem Solving

Organization