

BERNAT BORRÀS CIVIL

Cybersecurity Software Engineer and Computer Engineering student

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Bernat Borràs Civil BernatBC Sabadell, Spain

EXPERIENCE

Cybersecurity Software Engineer Intern at Build38

October 2024 - Present 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
 - Testing SpringBoot backend
 - Writing technical documentation

EDUCATION

Master's degree in informatics engineering

September 2024 - Present Universitat Politècnica de Catalunya

Bachelor's degree in informatics engineering, specialization in Computing

September 2020 - June 2024 Universitat Politècnica de Catalunya

Exchange studies (Erasmus+ Programme)

August 2023 - December 2023 Aalto University, Finland

English course

September 2018 - June 2020 Escola Oficial d'Idiomes de Sabadell

Baccaulerate

September 2018 - June 2020 INS Pau Vila, Sabadell

Compulsory Secondary Education

September 2014 - June 2018 INS Pau Vila, Sabadell

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

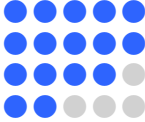
2021, 2024 Universitat Politècnica de Catalunya

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