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

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

HACKATHONS AND CONTESTS

Junction

2023   Helsinki, Finland

Nordic Collegiate Programming Contest

2023   Aalto University, Finland

The Royal Hackaway v6

2023   The Royal Holloway, UK

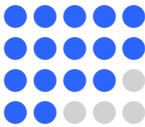### Google Hash Code

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