

BERNAT BORRÀS CIVIL

Cybersecurity Software Engineer and Computer Engineering student

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EXPERIENCE

Cybersecurity Software Engineer Junior at Build38

 June 2025 - Present  Barcelona, Spain

- 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

- 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

- 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

- Grade: 8.81/10 (as of 1st September 2025)

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

 September 2020 – June 2024  Universitat Politècnica de Catalunya

- Grade: 8.28/10
- Bachelor thesis: MH (10/10)

Exchange studies (Erasmus+ Programme) - 30 ects

 August 2023 – December 2023  Aalto University, Finland

- Grade: 4.8/5

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

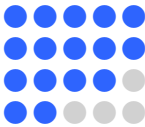
 2021, 2024  Universitat Politècnica de Catalunya

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