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

Exchange studies (Erasmus+ Programme)

📅 August 2023 – December 2023 📍 Aalto University, Finland

Bachelor's degree in informatics engineering, specialization in Computing

📅 September 2020 – Present 📍 Universitat Politècnica de Catalunya

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

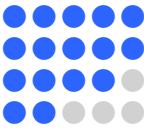### Google Hash Code

📅 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