

BERNAT BORRÀS CIVIL

Computer Science student

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Bernat Borràs Civil BernatBC Sabadell, Spain

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

Baccalaurate

September 2018 – June 2020 INS Pau Vila, Sabadell

Compulsory Secondary Education

September 2014 – June 2018 INS Pau Vila, Sabadell

HACKATHONS AND CONTESTS

The Royal Hackaway v6

2023 The Royal Holloway, UK

- A hackathon where in 36 hours we made a logistics simulation program to distribute plushes among UK universities using Unity & C#
- <https://bernatbc.tk/posts/competitions/royalhackawayv6/>

Google Hash Code

2021, 2022

- Team programming competition where you solve an engineering problem within 4 hours
- <https://bernatbc.tk/posts/competitions/hashcode2021/>
- <https://bernatbc.tk/posts/competitions/hashcode2022/>

HackUPC

2021 Universitat Politècnica de Catalunya

- A hackathon where in 36 hours we made a game in Unity & C# based in the arcade game Asteroids
- <https://bernatbc.tk/posts/competitions/hackupc2021/>

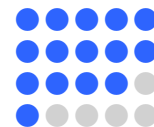
Google Code Jam

2021

- Individual programming competition where you solve a series of algorithmic puzzles
- <https://bernatbc.tk/posts/competitions/codejam2021/>

LANGUAGES

Catalan
Spanish
English
French



OPEN SOURCE CONTRIBUTIONS

Hugo - Toha

- Made contributions to Toha, an Hugo theme that I'm using in my personal website. Added features like adding tags to post cards, adding featured posts section and fixing some issues and bugs.
- <https://github.com/hugo-toha/toha>

SKILLS

C/C++/C#

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

Java

- After the C family, Java is the language that I used the most, creating some projects with it.

Unity

- Medium understanding. Used to develop some video games.

OpenGL

- Good understanding of it. I have made some graphic applications in college with it.

Git

- Experienced with git-based development. Mostly, use Github. Also, have experience in working with GitLab.

PostgreSQL

- Basic knowledge of this object-relational database system. I have used it in college in Data Bases course.

Teamwork

Problem Solving

Organization