

Bernardo António Borda d'Água

FULLSTACK ENGINEER · PLATFORM ENGINEER



ABOUT ME

Fullstack & Platform Engineer based in Lisbon with experience in backend development, DevOps, and cloud infrastructure. Primarily working with Rust, Python, TypeScript, and Go, with a strong foundation in software engineering fundamentals that allows for quick adaptation to new languages and technology stacks. Track record of taking early-stage prototypes to production-ready systems, bridging the gap between Data Science and engineering, and mentoring teams on best practices.

PROFESSIONAL EXPERIENCE

01/2022	DevOps Engineer	
04/2022	COLLAB (MULTIVISION CONSULTANT)	☒ LISBON/HYBRID
05/2022	Software Engineer	
10/2022	LINDE (MULTIVISION CONSULTANT)	☒ LISBON/REMOTE
11/2022	Senior Software Engineer	
05/2024	LINDE	☒ LISBON/REMOTE
	• I worked on various internal projects, providing technical expertise to stakeholders and implementing PoCs.	
	• I developed a computer vision pipeline, taking an abandoned PoC to a production-ready product. From a monolithic approach to step-driven micro-services approach, allowing each step to be independently cached and retried, and one step (inference) to run on-prem. This ended up speeding the process 40x, though I had to throttle it to fit our cloud's quotas. I took point on this project, taking on: stack choice, early architecture/iteration, development, CI/CD and deployment. Built with Rust, Python and PostgreSQL, interfacing via gRPC and GraphQL.	
	• I collaborated closely with Data Scientists, taking their work (mostly Python) from experimental, ad-hoc pieces of code to deployable PoCs or maintainable production code. I take pride in having introduced best practices to the team, leveraging type hints, relying on Rye, and getting all of our PoCs to be fully self-sufficient Docker images that can be tested across the company.	
05/2024	Senior Software Engineer	
06/2025	CLIMATESEED (HN SERVICES CONSULTANT)	☒ LISBON/REMOTE
	• I worked on a backend codebase, that was being migrated from Ruby on Rails to Rust.	
	• I worked, briefly, on a Vue frontend.	
	• I developed the major features for the backend, and big technical changes (switching http framework, as an example). I also contributed to PR reviews and mentored colleagues who were less proficient in Rust and were less aware of the crate ecosystem.	
06/2025	Senior DevOps Engineer	
09/2025	CETELEM, BNP GROUP (HN SERVICES CONSULTANT)	☒ LISBON/HYBRID

PROJECTS

SurgeFlow

OPEN-SOURCE / RUST

- An experimental open-source Rust library aiming to be an alternative to Temporal, Airflow, and Cloudflare Workflows.
- Durable execution engine with adapters for AWS, RabbitMQ, and local development.
- <https://cloud.surgeflow.dev/>
- <https://github.com/SurgeFlowDev/surgeflow>

aide-axum-typed-multipart-2

OPEN-SOURCE / RUST

- Wrapper around `axum_typed_multipart` to generate OpenAPI documentation via `aide`.

Contact

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📍 Lisbon - Portugal

Personal

Nationality: Portuguese
Date of birth: 22.04.1999

Languages

Portuguese	Native
English	Advanced

Skills

Azure	[Skill Bar]
Rust	[Skill Bar]
gRPC	[Skill Bar]
NodeJS/JavaScript/TypeScript	[Skill Bar]
React/Next	[Skill Bar]
Python	[Skill Bar]
Go	[Skill Bar]
Docker	[Skill Bar]
Vue/Nuxt	[Skill Bar]
C#/.NET	[Skill Bar]
C	[Skill Bar]
Java	[Skill Bar]

- <https://github.com/Zizico2/aide-axum-typed-multipart-2>
- <https://crates.io/crates/aide-axum-typed-multipart-2>

Simple Audio Editor

PERSONAL PROJECT

- Lightweight client-side audio editor with trimming, volume adjustment and fades.
- <https://simple-audio-editor.bernardobordadagua.com>
- <https://github.com/Zizico2/simple-audio-editor>

Simple Image Cropper

PERSONAL PROJECT

- Client-side image cropping tool supporting freeform aspect ratios.
- <https://simple-image-cropper.bernardobordadagua.com>
- <https://github.com/Zizico2/simple-cropper>

Simple Background Remover

PERSONAL PROJECT

- Client-side background removal tool that processes images locally (no upload).
- <https://simple-background-remover.bernardobordadagua.com>
- <https://github.com/Zizico2/simple-background-remover>

EDUCATION

Computer Science

FACULDADE DE CIÉNCIAS E TECNOLOGIA - UNL

3 years