

Bernardo António Borda d'Água

FULLSTACK ENGINEER · PLATFORM ENGINEER



Contact

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📍 Lisbon - Portugal

Personal

Nationality: Portuguese
Date of birth: 22.04.1999

Languages

Portuguese	Native
English	Advanced

Skills

Azure	██████████
Rust	██████████
gRPC	██████████
NodeJS/JavaScript/TypeScript	██████████
React/Next	██████████
Python	██████████
Go	██████████
Docker	██████████
Vue/Nuxt	██████████
C#/NET	██████████
C	██████████
Java	██████████

🌐 bernardobordadagua.com

🔗 Zizico2

🌐 bernardo-agua

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

2021 Freelance Software Engineer

📍 LISBON/HYBRID

- Developed a mobile application for a local outdoor gym. This application included features such as registration, class scheduling and in-app payments. I was responsible for the process, from gathering requirements design collaboration and development.
- Developed an Android application for a kiosk style showcase of the client's products for a marketing fair. This involved collaboration on design, development and deployment to a fleet of tablets, ensuring the devices were locked down, to allow for unsupervised use in a public setting.

01/2022 DevOps Engineer

04/2022 COLLAB (MULTIVISION CONSULTANT)

📍 LISBON/HYBRID

- Worked on the development of an internal monitoring and alerting system, using C# and Hangfire.
- Advised on the standardization of local development environments, using Docker, adapted to the needs of different developers and projects.

05/2022 Software Engineer

10/2022 LINDE (MULTIVISION CONSULTANT)

📍 LISBON/REMOTE

- Was hired as a consultant to work on the migration of a specific REST API to GraphQL.
- Was internalized as an employee after a few months, and took on more responsibilities (continue below).

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

- Worked on the migration of local, OpenShift applications to dCloud Kubernetes provided by the BNP Group.
- Migrated CI/CD pipelines from Jenkins to GitLab CI, and implemented GitOps practices with ArgoCD.

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`.
- <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 CIÊNCIAS E TECNOLOGIA - UNL

3 years