Antonio Bernardini

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EDUCATION

Tor Vergata University	Rome, IT
Computer Engineering	*Present*
IIS Enzo Ferrari Technical Institute	Rome, IT
Electronic Design oriented towards Automatic Controls	*Final Grade: 100/100*

COURSEWORK

Courses: Algorithms & Data Structures, Linear Algebra, Calculus, Analog and Digital Electronics, Electrical Engineering, Digital Signal Processing, Operating Systems.

PROJECTS

Cosmic Dust | *HTML, CSS, Javascript, GitHub, Google Cloud*
- Deployment: https://cosmicdust.space
- Open Source Code: https://github.com/AntonioBerna/cosmic-dust

Automated Parking | *C++, Python, Arduino Mega, Raspberry, Telegram Bot, GitHub*
- Open Source Code: https://github.com/AntonioBerna/automated-parking

Logic Gates LED Control using Neural Networks | *Python, Raspberry, GitHub*
- Open Source Code: https://github.com/AntonioBerna/nn-rpi-logic-gates

SKILLS

Languages: Python, C, C++, Matlab, LaTeX, HTML, CSS, Javascript, Rust, x86 Assembly, ARM Assembly
DevOps: Git, GitHub, Docker, Heroku, PythonAnywhere, Linode, Google Cloud, AWS
Embedded Systems: Arduino, Raspberry, ESP32, NI Multisim, KiCad, FPGA
Web Frameworks: Django, Flask, Bootstrap
Operating Systems: all Linux distributions, macOS, Windows
DBMS: PostgreSQL, MongoDB
VM: VirtualBox, VMware, QEMU
Audio & Video: Audacity, OBS Studio, FFmpeg, Kdenlive

HOBBIES

Manage my YouTube Channel