






Antonio Bernardini

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Education

Tor Vergata University	Rome, IT
<i>Computer Engineering (Robotics and Automation)</i>	<i>Present</i>
I.I.S. Enzo Ferrari	Rome, IT
<i>Technical High School Diploma in Electronics</i>	<i>Final Grade: 100/100</i>

Projects

OmniMatica | ESP-IDF, ILI9341, LVGL, SDL2, KiCAD, EasyEDA, Python, Blender
• Open Source Code: <https://github.com/OmniMatica>

Technical Skills

Software Development: Python, C, C++, Rust, Flask, PostgreSQL, MongoDB, CUDA
Embedded & Firmware: Arduino, Raspberry Pi, ESP32, STM32, Assembly, PlatformIO, LVGL
Hardware Design: KiCAD, Digital, EasyEDA
DevOps: Git, GitHub, Docker, Heroku, PythonAnywhere, Linode, Google Cloud
Documentation: Markdown, \LaTeX , TeXmacs, Excalidraw, Draw.io
Teaching: Audacity, OBS Studio, FFmpeg, Kdenlive