



Antonio Sarro

Full-Stack Developer

📍 Italy @ contact@antoniosarro.dev 🔗 [Portfolio](#)

Skills

Languages

Go, Typescript, Bash

Frameworks

SvelteKit, React, NodeJS, ExpressJS, NextJS

Databases

PostgreSQL, MySQL, SQLite, Redis, MongoDB

Tools

Linux, Docker, Git, AWS

Languages

Italian

Native



English

Intermediate



Profiles

[in antoniosarro99](#)

[antoniosarro](#)

Summary

Hi, I'm Antonio, a full-stack developer **passionate** about hardware, computing, and homelabs. I'm dedicated to **exploring** emerging technologies and creating innovative solutions. Outside of coding and homelabbing, I enjoy reading, music, working out, and video games.

Experience

Freelance

February 2024 - Present

Full-Stack Developer

Italy

- Developed microservices and full-stack websites primarily utilizing Golang and SvelteKit/Nextjs.
- Gained valuable experience in direct customer communication, needs analysis, and proactive problem-solving.

Acca Software

Feb 2022 - Apr 2023

Full-Stack Developer

Italy

- Developed microservices using Node.js, TypeScript, React, Golang to manage OpenBIM formats.
- Deployed and scaled microservices on AWS using S3 and ECS.
- Gained expertise in Agile methodologies, teamwork, and customer communication.

Evolution Studio

July 2019 - Dec 2019

Game Backend Developer

Italy

- Managed game mechanics and scripts for a mobile arcade game using Construct 3, Cordova, HTML5, CSS3, and JavaScript.
- Implemented in-app purchases and advertising through Google Pay and AdMob.
- Gained experience in teamwork, task management, deadline adherence, and collaborative problem-solving.

Projects

Personal Portfolio

Jun 2024 - Present

<https://github.com/antoniosarro/antoniosarro.dev>

- My personal portfolio and blog
- SvelteKit - Typescript - SCSS

Mogrifyle

Mar 2024 - Present

<https://github.com/antoniosarro/mogrifyle>

- Privacy-Friendly File Tool that works locally
- SvelteKit - Typescript - WASM - Tailwind CSS

Rooky

December 2024 - Present

<https://github.com/antoniosarro/rooky>

- Rooky is an open-source chess engine designed to be noob-friendly.
- Golang