

Antonio Sarro

SOFTWARE ENGINEER

Avellino, Italy

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"Simplicity is prerequisite for reliability." - Edsger W. Dijkstra

Summary

Software engineer with a passion for building clean, performant full-stack applications. Experienced with Go, TypeScript, and modern web frameworks. Active open-source contributor who believes in building software in the open.

Work Experience

Freelancer

FULLSTACK DEVELOPER

Jan. 2024 - Dec. 2024

- 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

FULLSTACK DEVELOPER

Feb. 2022 - Mar. 2023

- 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

Freelancer

FULLSTACK DEVELOPER

Jan. 2020 - Jun. 2020

- Developed microservices and full-stack websites primarily utilizing React and NodeJS

Evolution Studio

BACKEND GAME DEVELOPER

May. 2019 - Nov. 2019

- 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

Skills

Languages	Golang, TypeScript, .NET, Bash
Frameworks	Svelte, Tailwind CSS, Node.js, Express, React, Next.js
Databases	PostgreSQL, MySQL, SQLite, Redis
Tools	Linux, Docker, Git, AWS

Soft Skills

Open-source contributor | Attention to detail | Ability to work with little supervision

Languages

Italian	Native
English	Professional