ANTON LOGINOV

SENIOR SOFTWARE ENGINEER

Summary

Full-Stack Engineer with 9+ years of experience building
web applications that drive user engagement and business growth. I leverage both front-end frameworks (React, Livewire) and back-end technologies (Laravel, Symfony) to deliver impactful features. Skilled in building reusable code and fostering collaboration within cross-functional teams. Contributed to a significant increase in DAU for the Telegram bot at GAMEE through performance improvements and code modernization. Led a team effort that boosted conversion rates by 25% (from 4% to 5%) for Megaknihy.cz through A/B testing.

Personal Projects

Moneysky - a personal finance management application I built to consolidate and visualize all your financial data in one place. It aggregates information from bank accounts, cryptocurrency as well as stock holdings, and more, providing a comprehensive overview of your financial health. For more information, see Github.
Artist's hero - a web platform I codevelop that connects businesses with a curated selection of talented contemporary artists. It offers a flexible art rental service, allowing companies to enhance their workspaces and support local artists. For more information, see Github.
TenSen - an AI powered dream interpretation app, aspiring to be a spiritual companion. For more information, see Github.

Work Experience

Senior Backend Developer

FTMO
2025-present

- Implementing a new UI library for the existing back office system.
- Refactoring legacy code and implementing new features.

Senior Backend Developer

GAMEE - Web3 gaming company
2021-2025

- Optimized battle matching system & implemented daily gaming leagues, enhancing user experience for millions on our Web3 platform.
- Delivered key features, security enhancements, and updates across various internal projects, focusing on the growth and success of our Web3 gaming platform.

- Refactored and maintained the Telegram bot API, ensuring optimal performance and scalability to support its 250,000+ Daily Active Users (DAU).
- Collaborated closely with front-end teams to define clear API specifications for both Web2 and Web3 gaming platforms.

Team Leader & Lead Full-Stack Developer

INTERNET-HANDEL S.R.O. - Bookseller across 4 countries in Europe
2015-2021

- Led the expansion of Megaknihy.cz into new international markets (e.g., Megaknihy.sk, Megaksiazki.pl). Developed and integrated APIs with third-party platforms (price comparison, advertising, logistics) to ensure a seamless user experience across different markets.
- Led the team in implementing A/B testing strategies, resulting in a 25% increase in conversion rates for Megaknihy.cz (from 4% to 5%). This involved designing tests, collaborating with cross-functional teams to implement improvements, and analyzing data.
- Developed and implemented Dockerized microservices for product import/update and an algorithm for product categorization, improving data management efficiency.
- Contributed to the ongoing development of new functionalities, security enhancements, and database maintenance for internal projects.

Education
Bachelor's degree in computer science - Unicorn University 2020-2023
Bachelor's thesis: The use of blockchain and smart contracts in the gaming industry

Technical Skills

PHP - Laravel, Symfony	REST/GraphQL
MySQL, PostgreSQL	AWS/GCP
Typescript - ReactJS	Linux
RabbitMQ	Microservices
Redis	Tailwind CSS

Languages
- English
- Czech
- Spanish

Contact
E-mail: me@antonloginov.com
Website: https://antonloginov.com/
LinkedIn: https://www.linkedin.com/in/anton-loginov-934010109/
GitHub: https://github.com/antonL95