

ANTON LOGINOV

SENIOR BACKEND SOFTWARE ENGINEER



CONTACT

✉ me@antonloginov.com

SKILLS

PHP	AWS/GCP
MySQL	RabbitMQ
TypeScript	Redis
Laravel	Microservices
Symfony	REST
Linux	Tailwind CSS

EDUCATION

Bachelor's degree

Unicorn University

2020-2023

Computer science

Bachelor thesis: The use of blockchain and smart contracts in the gaming industry.

Obtaining my Bachelor's degree in Computer Science while already having practical experience in the field stands as a personal achievement for me. It required extra determination, but ultimately, it enriched my understanding with comprehensive theoretical knowledge in algorithms and data structures.

LANGUAGES

English
Czech
Russian

PROFILE

As a Senior Backend Software Engineer with 9 years of professional, full time experience and a specialization in PHP, MySQL, and TypeScript. Since joining GAMEE in 2021, I've been a part of the core team developing a Web3 gaming platform serving over 2 million users globally. In my prior role as a Team Leader at an multinational online bookstore, my responsibilities included developing and implementing new features, managing A/B testing, and overseeing a team of junior developers.

WORK EXPERIENCE

Senior Backend Developer

GAMEE

2021 - Present

As part of a backend team, I focus on developing and enhancing our innovative Web3 gaming platform.

My contributions to the team include:

- Refactoring and rewriting the battle matching mechanism, which enhanced the overall fairness and quality of the gaming experience for players.
- Developing a daily gaming league system aimed at boosting user engagement and fostering a competitive environment.
- Regularly contributing to the introduction of new features, security enhancements, and updates across different internal projects, with a particular focus on our Web3 gaming platform.
- Undertaking a comprehensive rewrite and refactoring of the existing Telegram bot API layer, resulting in significant performance improvements and a more modern, up-to-date codebase.
- Development and maintenance of a popular gaming bot on Telegram.
- Collaboratively working alongside the front-end team to define API specifications for our different gaming platforms (both Web2 and Web3).

Team Leader & Lead Full-Stack Developer

INTERNET-HANDEL S.R.O.

2018 - 2021

In my role as the lead developer, my main responsibility was the ongoing development and delivery of new features, ensuring they were both innovative and highly reliable.

My contributions included:

- Developing and executing A/B tests aimed at enhancing user retention and increasing conversion rates for our most significant project, Megaknihy.cz, which is now one of the largest online bookstores in Czechia, handling over 10,000 daily orders.
- Expanding the online bookstore into new international markets and adapting or redesigning features to meet the unique requirements of these markets, primarily focusing on Megaknihy.sk and Megaksiążki.pl.
- Creating integrations with third-party APIs, including price comparison sites, advertising platforms, and logistics systems.

Among my other duties was the development of an aggregation platform for furniture and home decoration e-shops.

My key achievements in this area included:

- Developing and implementing Docker-based microservices for the import of new products and updating existing products in our system.
- Developing an algorithm for the automatic categorization and preliminary sorting of products.
- Establishing integration and facilitating the export of products to various advertising platforms.

Full-Stack Developer

INTERNET-HANDEL S.R.O.

2015 - 2018

- Constant development of new functionalities, enhancements to security, and updates for internal projects.
- Optimization and regular maintenance of MySQL databases.
- Development and upkeep of third-party APIs.