



Dmitry Antonov

Senior Frontend Engineer · Vue.js · TypeScript · Design Systems · Real-Time Web Apps · iGaming

I own Vue 3 + TypeScript frontends for real-time, multi-brand products – architecture, design system, and the metrics after ship. Open to Senior Frontend and UI Platform roles. Remote from Montenegro.

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6+ years

Vue / TypeScript

3 brands

one Vue 3 codebase

-30%

JS bundle

2.0s → 1.5s

Lighthouse load

60 / 30 FPS

desktop / mobile
gameplay UI

ABOUT

I ship Vue, React, and TypeScript products end to end: spec, architecture, UI, tests, then the numbers. At Looptain that was one codebase for three live brands, a token-driven design system, and real-time gameplay plus wallet sync over WebSockets. I am now building Noxaren, a white-label demo casino: React player app, operator console, and the NestJS API behind them. Animation pipelines that hold 60/30 FPS. A JavaScript bundle cut by about 30%. Lighthouse load from ~2.0s to ~1.5s. PostHog owned on the frontend – flags, experiments, offer timing. At Looptain I worked with product, design, backend, QA, and data in a six-engineer team. Native Russian. English for speech, writing, and technical docs. I use AI as leverage, not as the author: research, scaffolding, refactors, and first drafts. Architecture, taste, and review stay mine. I do not ship generated slop. If it goes out, I can defend every line.

EXPERIENCE

Aug 2026 – Present
2 mo
Independent · Remote

Senior Frontend Engineer Noxaren

Building Noxaren, a white-label demo casino: player app, operator console, and the NestJS API. Virtual NOX only. The server settles every result.

- Built the React player around four modes that do not share a runtime. Crash keeps a live multiplier curve, a tracking camera, a 3D ship, and other players' cash-outs on one frame. Plinko draws many balls through a peg board that still has to land the server's bucket. Chicken hops a scrolling road while traffic runs in lanes ahead. Tower is a floor-by-floor pick: a safe door climbs the board by a measured row, a trap blows the door and reveals the floor.
- Game and wallet state over Socket.IO. The server settles every result; the client owns the motion and the interaction.
- White-label theme tokens and brand assets so one frontend reskins without forking the game UI.
- Shipped the operator console (React, MUI): users, risk alerts, bans, balance adjustments, per-game RTP, VIP, and retention on the same API.

React 19 · TypeScript · Vite · Tailwind · TanStack Query · Socket.IO · MUI
noxaren.com/crash · noxaren.com/plinko · noxaren.com/chicken · noxaren.com/tower

May 2024 – Oct 2026
2 yr 5 mo
Remote

Senior Frontend Developer
Looptain.Limited

Owned the Vue 3 + TypeScript frontend for a real-time web platform: architecture, design system, gameplay UI, wallet, and product analytics. Spec → ship → metrics with product, design, backend, QA, and data.

- Built and maintained core real-time surfaces (crate opening, roulette, case battles, miner) with low-latency WebSocket game state and wallet sync for hundreds of concurrent players.
- Owned the V2 UI platform: 50+ reusable components, Storybook, Figma design tokens; one codebase serving 3 production brands.
- Cut JS bundle ~30% (Vite analyzer: code splitting, deps, build config) and Lighthouse load ~2.0s → ~1.5s (lazy routes, asset delivery, render strategy).
- Engineered animation pipelines that hold 60/30 FPS on crate and gameplay UI (render + DOM budgets, mobile and desktop).
- Designed wallet and transaction UI synced with backend over REST and WebSockets.
- Owned frontend PostHog: SDK, identify, feature flags, experiments, session replay, surveys; offer-modal targeting with backend and product.
- Code review and architecture guidance in a 6-engineer team; Vitest/Jest and Playwright on gameplay and money paths.

Vue 3 · TypeScript · Pinia · Vite · Tailwind · WebSockets · Storybook · PostHog · Playwright

Sep 2021 – Jul 2022
11 mo
Türkiye · Remote

Middle+ Frontend Developer
Insider

Customer-engagement and marketing automation platform used by global enterprise clients.

- Shipped complex Vue.js and vanilla JavaScript UI integrated with PHP and Go APIs.
- Designed and published internal NPM packages reused across multiple frontend projects.
- Contributed to frontend architecture and component standards with backend and product.

Vue.js · JavaScript · NPM · REST · PHP · Go

Dec 2020 – Dec 2021
1 yr 1 mo
Moscow · Remote

Middle Frontend Developer
Unicode

Visual website constructor – a Tilda-style site builder for user-generated pages.

- Built and maintained the Vue.js editor and site-rendering UI: layout, blocks, preview, and publish.
- Integrated frontend with Python APIs for save/load, assets, and publish.
- Improved desktop and mobile performance of the constructor and the generated sites.
- Automated tests with Jest on critical editor and publish paths.
- Mentored junior developers and reviewed PRs with design and backend.

Vue.js · JavaScript · Jest · REST · Python

Dec 2019 – Jan 2021
1 yr 2 mo
Poland

Junior+ / Pre-Middle Frontend Developer
SEDEMO Trading and Investments

Real-time gaming / case-opening platform – the same product class as the later roles.

- Built responsive Vue.js and Nuxt.js UI for crate/case flows and related game surfaces.
- Integrated frontend with PHP APIs for catalog, open/result, and user state.
- Improved performance and layout across desktop and mobile in production.

Vue.js · Nuxt.js · JavaScript · SCSS · REST · PHP

SELECTED WORK

Noxaren
Independent · Aug 2026–present

White-label demo casino: React player app, operator console, and a NestJS API. Virtual NOX only.

Crash holds one camera for the curve, the ship, and every cash-out. Plinko keeps several balls in flight and lands each in the decided bucket. Chicken times a hop against traffic on a road that scrolls to stay centered. Tower climbs one measured floor per safe pick and reveals the floor on a trap. Admin covers users, risk, bans, RTP, VIP, and retention.

React 19 · TypeScript · Vite · Tailwind · Socket.IO · MUI

Multi-brand real-time platform Looptain · 2024–2026	One Vue 3 + TypeScript frontend serving three live brands, with gameplay and wallet state over WebSockets. Hundreds of concurrent players on crate, roulette, battles, and miner surfaces. Low-latency game state and wallet sync. Vue 3 · TypeScript · Pinia · WebSockets · Vite
V2 UI platform Looptain · design system	Token-driven component library that replaced one-off brand UI with a single production system. 50+ reusable components, Storybook, Figma tokens. One codebase, three production brands, CDN-delivered assets. Storybook · Figma tokens · Tailwind · SCSS
Client performance program Looptain · platform	Bundle, load, and frame-budget work on interactive gameplay UI – not a marketing landing page. JS bundle about ~30%. Lighthouse load ~2.0s → ~1.5s. Animation pipelines holding 60/30 FPS on crate and gameplay screens. Vite · Webpack · Lighthouse · GSAP
Visual site constructor Unicode · 2020–2021	Editor and renderer for user-generated sites: layout, blocks, preview, publish. Python API integration for structure and assets. Jest coverage on editor and publish. Mentored juniors on the same codebase. Vue.js · Jest · Python APIs

STACK

Interface

Vue 3 · React · Vue.js · Nuxt.js · TypeScript · JavaScript · Pinia · TanStack Query · i18n · PWA

Realtime & data

WebSockets · REST · PostHog · Feature flags · Wallet / payments UI

Native Russian. English for speech, writing, and technical docs.

Systems

Design systems · Storybook · Figma tokens · Tailwind CSS · SCSS · Component architecture

Quality

Vitest · Jest · Playwright · Vite · Webpack · GSAP