# ANTON SHILOV

## Tech Lead / CTO · Game Development · Game Economy & Product

**19 years in software · 6+ years as tech lead and CTO · founder of One-Team (since 2011)**

**Open to opportunities:** Tech Lead / CTO, remote or relocation. Yerevan, GMT+4.

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Since 2011 I have been running my own browser game: a stable audience, self-funded and profitable without outside investment. Over the past two years I shipped three more games to web and mobile platforms. Looking for projects where I own the product end to end: game design, architecture, team and economy, not just the code.

### SKILLS

**Game design, in-game economy and balancing** · Godot · Python · PHP · JavaScript · Vue.js / Nuxt.js · PostgreSQL, MySQL, Redis, RabbitMQ · Docker, microservices, high-load systems · LLM and AI integrations · shipping to Google Play, RuStore and web platforms · **team leadership, hiring, planning**

### EXPERIENCE

#### One-Team — Founder, Game Designer, Developer

Apr 2011 — Present

*My own browser-based football manager. Self-funded and profitable, running for 15 years without outside investment.*

- The audience has held **steady for two straight years** with no decline; the last 12 weeks run 5% above the first 12. Month-over-month retention is **around 88%**.
- **Around 28%** of the active audience holds a paid subscription.
- Rebuilt monetisation so it funds a steady release cadence instead of one-off revenue spikes.
- Reworked acquisition in late 2025: new signups grew **2.2×** and have held at that level for a year since.
- Shipped one-click guest entry in 2026, lifting total new-user inflow by **nearly 6×**.
- Designed the game systems: international tournaments, transfers and loans, club infrastructure, live matches with in-game substitutions, 12 unique player talents, and an elected federation with league legislation.
- Own the in-game economy, balancing and update maths; run the product analytics.
- Lead the team: an SMM manager and a contract designer; previously hired a developer and a game designer.
- **Stack and infrastructure:** PHP, MySQL, jQuery, WebSockets; live match broadcasts over a comet server. Dedicated server at Hetzner, Cloudflare, mirrors on Yandex Cloud and Selectel, CI/CD with automated deploys from Bitbucket.
- 2017: raised outside investment for a second version and shipped it. The project was shut down after I misjudged the effort behind its core mechanic. Its economy and design documents still drive updates to the main game.

#### Own Games — game design, development, release

2025 — Present

- **WAHOO! Dice with Granny and Grandpa** (2026, released) — poker dice at a village table. Live on VK; Yandex Games and OK in review. Four modes including play-by-link and random matchmaking. An original “trinkets” mechanic: 14 items that bend the rules mid-game. The bot was tuned over 20,000 played matches. Vanilla JS, three platform SDKs, networked play.
- **Color Lines: Microbes!** (since 2025) — a remake of the classic Lines puzzle for Android, built in Godot, on Google Play and RuStore. Achievements and high scores via Google Play Games, plays offline, four languages. Supported by a 7-page SEO content cluster.
- **FCM (Football Card Manager)** (in development in Godot, heading to Steam) — a card-based football manager: a full season in a single session, campaign and multiplayer.
- **Mafia de los Muertos** (2026, PartyScope) — online Mafia where AI players fill the empty seats at the table. Technical co-founder: architecture and the LLM layer on Python, PostgreSQL, Redis, Docker.

### Enaza Group — Frontend Team Lead → Senior Full-stack Developer

Aug 2019 — Dec 2025 · 6 years

*White-label music streaming services for partner operators.*

- Led the frontend team (2022–2025): planning and distributing work across backend, frontend and design, regular reviews with fellow team leads, one-to-ones.
- Migrated the platform to Vue/Nuxt and consolidated scattered partner repositories into a single modular monorepo, so new partners onboard without forking and ramp-up time for new developers dropped substantially.
- Designed and shipped an internal music content management service (RCMS); partly covered the product manager role.
- During the backend migration to microservices, owned the authentication and authorisation service and configured the API Gateway (Azure).

### Igrologia (Tesera.ru) — Full-stack Developer, Development Lead

Dec 2017 — Mar 2023 · part-time

*The largest board game site in the Russian-speaking market.*

- Migrated and synchronised legacy site data into a new database via RabbitMQ; built the RESTful API for the new version and the Vue.js frontend of the mobile site.
- From 2020 led the development team: prioritising with the business owner, planning releases, distributing work. Drafted mobile interfaces that the designer used as a working basis.

### Earlier

2007 — 2016

**Altius-Personal** — a business-process management and mystery-shopper survey platform (Yii, MySQL, OLAP/Mondrian, custom XML/A layer in PHP); ran without a single failure through at least 2021. **AwardWallet** — scrapers for a loyalty-programme aggregator. **ZAO Avtomatika** — industrial automation, microcontrollers, SCADA SIMATIC WinCC.

## LANGUAGES

**Russian** — native. **English** — B1: I read technical documentation, handle written work correspondence and hold everyday conversation.

## OUTSIDE WORK

Board games — a collection of 100+ boxes. Both the products and the design sense come straight from there.