



# Ondřej Bárta



Currently Engineering Manager & Sr. Software Engineer at Glassnode

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[github.com/bartaxyz](https://github.com/bartaxyz)

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At the intersection of full-stack engineering, design, and engineering leadership. I enjoy owning problems end-to-end: designing architecture, writing code, shaping the product, and helping people around me grow.

SKILLS *(non-exhaustive list)*

## Leadership

Engineering management, hiring, staffing, coaching, performance evaluation & career growth

## Languages

TypeScript (JavaScript), Go, Python, SQL, Bash  
*Released projects also using Swift, C#, Kotlin, and others*

## Frontend

React, React Router, Next.js, React Native (with/without Expo & EAS), Zustand, React Query, web performance (SSR, Core Web Vitals)

## Backend

Node.js (Express, NestJS), Go (gRPC, Pub/Sub), REST, GraphQL, PostgreSQL, BigQuery, dbt, Airflow

## Infrastructure

GCP, Kubernetes, Terraform, Docker, Cloudflare, CI/CD, observability (Grafana, Prometheus)

## AI

Agent / LLM tooling, MCP servers, Vercel AI & OpenAI SDKs, evals (Braintrust and local), local models

## Design

Figma, Affinity, Unity, Blender, Webflow

## EDUCATION

### Faculty of Electrical Engineering, Czech Technical University in Prague

Software Engineering (SIT)

Left early to pursue career and continuous education from within the field

### SPŠ a VOŠ Písek

Computer Science

## Engineering Manager & Sr. Software Engineer / 2022 → Present

[Glassnode](#) · digital asset market intelligence · Remote (Berlin, Copenhagen, Barcelona, Prague)

As an engineering manager, I've led multiple teams of senior engineers (coaching, setting engineering strategy, and holding the bar on engineering practices), while staying hands on across frontend, backend, and BI (anywhere from 20% to 80% of my time, depending on the needs of the team). I worked on introducing an **empowered engineering culture** on a new full-stack team. Later, we spread the model more broadly, and I kept optimizing teams to ship faster and more reliably.

My teams at Glassnode owned the Studio, data visualization, information architecture, billing, public APIs access, permissions, payments, and content pages. Few highlights out of many. A server-side-rendering migration that cut load times and made it possible for new products (e.g. Market Compass) to be **ready in a single day**. An **in-house AI agent platform**, helping non-technical people ship directly into production with **zero downtime** (limited access & robust harness). More projects: an information architecture overhaul (incl. search), payments migrations, performance and UX improvements, internal AI tooling and external AI chat, direct customer eng. support, etc.

## Senior Full Stack Engineer → Engineering Manager / 2017 → 2022

[Bitwala / Nuri](#) · fintech, digital banking & investing · Berlin & Remote (Montreal)

**Bitwala offered a German bank account with the possibility of investing in crypto and using your crypto with ease.** I built the native apps (Android & iOS) and web client from scratch shortly after joining, which set the foundation for the entire product. From there, I grew alongside the company as it rapidly scaled past 200 employees.

My responsibilities over time included releasing the native apps to the app stores, overseeing production releases across all components, and maintaining banking-related AWS services. Later, I managed a team of engineers working on the banking side of the product.

Tech lead of company-wide projects, e.g. **Bitwala to Nuri rebranding** (managed 6 people across 3 teams), learning section within the app, standing orders, scheduled investments, etc.

## Engineering Consultant / 2019 → Present

[Kilta](#) · design & engineering consultancy · Remote, Prague

Full-stack eng. and advisory work on client and one-off projects (**XTND**, **Klarity**, **Enehan**, and many others)

## Software Engineer / 2015 → 2017

Jackova Továrna · on-demand apparel e-shop · Prague

Co-owned and built an on-demand custom-apparel e-shop from scratch as its **sole frontend engineer**. The system **auto-generated ads and over 200,000 pixel-perfect assets**, sending each ready-to-print design straight to the printing provider.

Since I enjoy the act of creating, and I enjoy programming, portion of my free time is also dedicated to learning new things and creating things that I find either useful or beautiful.

As part of my free time, I'm still involved in [Kilta](#) and I'm a member of [TechSquat](#), non-profit co-work & co-live community with strong passion for technology, design and innovation.

More projects on my github  
[github.com/bartaxyz](https://github.com/bartaxyz)

#### PUBLIC SPEAKING

##### **Summer School for CzechITas**

No-preparation (improvised) live coding workshop about Internet of Things & JavaScript for 80 women trying to break into IT industry

*With co-teacher Pavel Král who built hardware while I was coding*

##### **Blockchain workshop for Element Insurance EG**

Introducing blockchain to 66 people from Element Insurance EG to help them with building blockchain insurance products

#### PRESS

##### **Love + blockchain = Lovechain, the most enduring way of declaring love (in Czech)**

Magazine post about Lovechain project

##### **Trendsletter #9: Low-Code (in Czech)**

Curator of newsletter issue #9 of Kilta's Trendsletter about low-code future for almost 200 readers

#### SIDE & NON-PROFIT WORK HIGHLIGHTS

### TabPilot / 2026 → Present

A Safari tab-search extension for iOS & macOS, featured by Apple in the App Store.

Published on [Apple App Store](#).

### GitPT / 2025 → Present

An open-source git CLI alias/hook that writes your commit messages and PR descriptions with an LLM, built for on-device models like Apple's Foundation Models, Ollama, and LM Studio. Also works with OpenAI, Anthropic, etc.

<https://github.com/bartaxyz/GitPT>

### Lensta / 2022 → 2023

A visual social dapp built on Lens protocol. It received multiple grants, and direct support from the Aave team. As part of this project, we've also launched a very successful verification campaign directly on the Lens protocol that generated worthwhile revenue.

Discontinued due to lack of time and capacity to manage the project.

Native apps published on Apple App Store & Google Play Store, and a web app. Used **GCP** on the backend.

<https://twitter.com/lenstaxyz> · <https://github.com/lenstaxyz/>

### Thamira / 2021 → 2023

Mobile strategy & action game created in **Unity (C#)**. Contains unique custom controls for magic casting mechanics, tiling mechanics for game map (islands), and custom pathfinding and AI.

Published on [Apple App Store](#) & [Google Play Store](#).

### Lovechain

[Kilta \(formerly Status Quack\)](#) / Berlin

Permanent declaration of love on the Bitcoin blockchain. Giving away 1000 messages of 80 characters that people could use to submit a message that's going to be preserved on the Bitcoin blockchain.

Built with **Vue**, **Firebase** and storing messages directly on the **Bitcoin blockchain**.

<https://blockchain-love.web.app/>

### Covidbility

COVID-19 data experiment. Learn the likelihood that you will be directly infected with a novel coronavirus by another person.

<https://bartaxyz.github.io/covidbility/>

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More recent information about my current endeavors, my involvement with non-profit groups & my side projects on <https://github.com/bartaxyz>