

Roman Cinis

Flutter Developer
&
Designer

Brno,
Czechia

Website:
tsin.is



Tech Stack

Design:

Adobe: XD, InDesign,
Illustrator, Photoshop

Development:

Flutter & Dart

VCS: GIT, [GitHub](#)
CI/CD: Codemagic.io
SM pattern: [BLoC](#)
Motion: [Rive.app](#)
L10N: Intl + Localizely

Other:

Windows SysAdmin

Work Experience

Freelance

Brno

MAY 2014 – PRESENT

Before 2015 predominantly end-user helpdesk, sysadmin. Then UI/UX (mobile, web) and Graphic Design (DTP, prints, logos, and other vector graphics, prepress, etc.). At the end of 2018, I started with the development in the Flutter framework.

Flutter Developer

&

Designer

Danielson s. r. o.

Louny

AUGUST 2011 – APRIL 2014

Senior Graphic Designer

Data preparation for printing, production previews, VBA programming. After promotion — leading a small team, production management, data preparation for printing, and machine embroidery.

Skills

Languages:

English: Pro (B2)
Russian: Native
Czech: Native

Design:

UI/UX, Motion

Education

AZ Smart s. r. o.

Prague

2009–2010

Applied Mathematics

&

Economics

Postgraduate preparatory year study. Mainly In the field of theoretical and applied mathematics and economic theory.

**Secondary Technical
School AGC a. s. Teplice**
2005–2009

**Information Technology.
Maturita Certificate in:**
18-20-M/01

Full-time technical secondary education with graduation.

Qualification in the field of providing information and consultancy services in IT, creation, and editing of computer graphics. Software substantively — Autodesk AutoCAD, CorelDRAW, Microsoft Office. Programming in Microsoft Visual Basic family languages, basic HTML knowledge, etc.

Honors & Awards

- [Awarded](#) by Google & Lenovo in official Flutter Contest (Flutter Clock).
- [Awarded](#) in ofcl. Flutter Community Hackathon.
- [Dribbble](#) Player (2020)