Roman Cinis
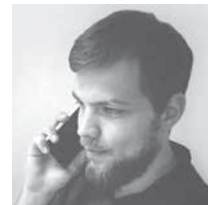
Flutter Developer
&
Designer

Brno,
Czechia

Website:
tsin.is

🏆 Honors & Awards

– Awarded by Google & Lenovo in official Flutter Contest (Flutter Clock)
– Awarded in the Official Flutter Community Hackathon
– Dribbble Player (2020)
– Twice awarded in 2021's European Health Hackathon

🎚 Skills

Languages:

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

Other:

Graphic design
UI/UX design
Motion design

📇 Tech Stack

Design:

Adobe: XD, InDesign, Illustrator, Photoshop

Development:

Main: Flutter + Dart

VCS: GIT, GitHub/GitLab
Test: Unit/Widget/E2E
Animations: Rive.app
CI/CD: Codemagic.io

Methodologies:
Agile, Scrum.

🏠 🎧 🖥 ⚽ 📷

🗄 Work Experience

Bindworks.eu
Brno
FEBRUARY 2021 – PRESENT

Flutter Developer

Working on several main projects (product and client applications) in the development team, cooperating with testers and designers.

Freelance
Brno
MAY 2014 – MARCH 2021

**Flutter Developer
&
Designer**

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 Flutter SDK.

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 etc.

🎓 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. Programming in Microsoft Visual Basic family languages, basic HTML knowledge, etc.