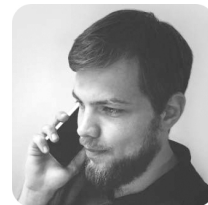# Roman Cinis

Flutter Developer
&
Designer

Brno,
Czechia

Website:
tsin.is

🏆 Honors & Awards

– by Google in official Flutter Contest "Flutter Puzzle Hack" (2022)

– by Google & Lenovo in official Flutter Contest "Flutter Clock" (2019)

– in the Official Flutter Community Hackathon #Hack20 (2020)

– Dribbble Player (2020)

– in 2021's European Healthcare Hackathon

Skills

SW Development
UI/UX Design
Graphic Design
Motion Design

Tech Stack

Design:

Figma, Adobe CC Software

Development:

Main: Flutter + Dart

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

Methodologies:
Agile, Scrum.

🗄 Work Experience

CarOnSale.de
Remote
JUNE 2022 – PRESENT

Staff Mobile Engineer
< Senior Mobile Engineer

Owned company's mobile development. Established best practices, implemented linting, CI/CD, and other integrations. Mentored a new COS Flutter developers.

Bindworks.eu
Remote
FEB. 2021 – JUNE 2022

Flutter Developer

Working on several company's main projects (IKEM Online and IKEM zScanner) in the development team.

Freelance
Remote & Brno
MAY 2014 – MARCH 2021

Flutter Developer & Designer

UI/UX and Graphic Design. 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
< Graphic Designer

🎓 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.