Roman Cinis
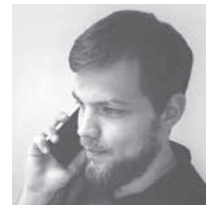
Flutter Developer
&
Designer

Brno,
Czechia

Website:
tsin.is

🏆 Honors & Awards

– <u>Awarded</u> by Google & Lenovo in official Flutter Contest (Flutter Clock)

– <u>Awarded</u> in the Official Flutter Community Hackathon

– <u>Dribbble</u> Player (2020)

🎛 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, <u>GitHub/GitLab</u>
Test: Unit/Widget/E2E
Animations: <u>Rive.app</u>
CI/CD: Codemagic.io

Methodologies:
Agile, Scrum.

🏠 🎧 🖥 ⊛ 📷

🗄 Work Experience

Bindworks.eu — **Flutter Developer**
Brno
FEBRUARY 2021 – PRESENT

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

Freelance — **Flutter Developer & Designer**
Brno
MAY 2014 – MARCH 2021

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. — **Senior Graphic Designer**
Louny
AUGUST 2011 – APRIL 2014

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. — **Applied Mathematics & Economics**
Prague
2009–2010

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

Secondary Technical School AGC a. s. Teplice — **Information Technology.** Maturita Certificate in: 18-20-M/01
2005–2009

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.