

# Roman Cinis

Flutter Developer  
&  
Designer

Brno,  
Czechia

Website:  
[tsin.is](https://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

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**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)