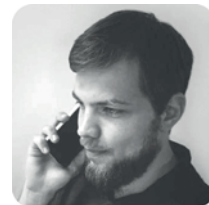


Roman Cinis

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

📁 Work Experience

- CarOnSale.de** Senior Flutter Developer
Remote
JUNE 2022 – PRESENT
Working on multiple apps, in the international, English-speaking, development team. In the second half of 2023 also as a tech-lead & mentor for a new COS Flutter devs.
- Bindworks.eu** Flutter Developer
Remote
FEB. 2021 – JUNE 2022
Working on several company's main projects ([IKEM Online](#) and [IKEM zScanner](#)) in the development team.
- Freelance** Flutter Developer & Designer
Remote & Brno
MAY 2014 – MARCH 2021
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

☰ 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 Actions](#)

Methodologies:
Agile, Scrum.



🎓 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.