Roman Cinis

Flutter Developer

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Designer

Brno, Czechia

Website: tsin.is



♥ Honors & Awards

- by <u>Google</u> in official Flutter Contest "Flutter Puzzle Hack" (2022)

- by <u>Google & Lenovo</u> in official Flutter Contest "Flutter Clock" (2019)

- in the <u>Official Flutter</u> <u>Community</u> Hackathon #Hack20 (2020)

- Dribbble Player (2020)

- in 2021's <u>European</u> <u>Healthcare</u> Hackathon

ili Skills

SW Development UI/UX Design Graphic Design Motion Design

CarOnSale.de Remote

JUNE 2022 - PRESENT

Senior Flutter Developer

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

Remote

FEB. 2021 – JUNE 2022

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

Freelance

Remote & Brno

Flutter Developer

Flutter Developer

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MAY 2014 - MARCH 2021

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

≡ Tech Stack

Design:

Figma, Adobe CC Software

Development:

Main: Flutter + Dart

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

Methodologies: Agile, Scrum.

AZ Smart s. r. o.

Prague

2009-2010

Applied Mathematics

75

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

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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.