

Roman Cinis

Google-awarded Staff Mobile Engineer

CONTACT

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AWARDS

- by [Google](#) in the official Flutter Contest “Flutter Puzzle Hack” (2022)
- by [Google & Lenovo](#) in the official Flutter Contest “Flutter Clock”
- [Dribbble](#) Player (2020)
- in [European Healthcare](#) Hackathon (2021)
- in the Official [Flutter Community Hackathon](#)

EDUCATION

Information Technology

18-20-M/01

Secondary Technical

School AGC a. s.

Teplice, Czech Republic

SKILLS

- Flutter & Dart
- Git & CI/CD
- REST API & Firebase
- Unit/Wiget/E2E Tests
- TS, Swift & Objective-C

CAREER SUMMARY

My career began in graphic design, gradually expanding into various design disciplines. **After a decade dedicated to design**, specializing in UX/UI, I leveraged my earlier exposure to IT to transition into **SW development in 2018**. My initial freelance Flutter projects laid a solid foundation, but I sought the challenges of a larger team. At Bindworks, I contributed to complex medical apps, honing my skills. **Eager for new challenges and international exposure**, I joined CarOnSale, advancing to a Staff Mobile Engineer role.

Previously, I **showcased my skills through Flutter competition wins**, but now I prioritize family & open-source outside of work.

EXPERIENCE (last 13 years)

• STAFF MOBILE ENGINEER

CarOnSale | Berlin (Remote) | JUNE 2022 – PRESENT

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

Interesting numbers: Over the past two years, enhancements to the inspection application have led to a significant increase in inspections – from 1500 to over 5000 (per month).

• FLUTTER DEVELOPER

Bindworks | Prague (Remote) | FEB. 2021 – JUNE 2022

Developed critical health-tech applications for major hospitals. Demonstrated expertise in handling sensitive patient information while prioritizing accessibility.

Interesting numbers: Managing extensive patient data (i.e. over 700000 Apple Watch health records from a single patient to store and process in the background on a mobile device).

• FLUTTER DEVELOPER (2018+) & UX/UI DESIGNER (2014+)

Freelance | Brno | MAY 2014 – MARCH 2021

• SENIOR GRAPHIC DESIGNER

Danielson | Louny | AUGUST 2011 – APRIL 2014