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

📇 Tech Stack

Design:

Adobe: XD, InDesign, Illustrator, Photoshop

Development:

Main: Flutter + Dart

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

Methodologies:
Agile, Scrum.

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🗄 Work Experience

Bindworks.eu
Brno
FEBRUARY 2021 – PRESENT

Flutter Developer

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

Freelance
Brno
MAY 2014 – MARCH 2021

Flutter Developer & Designer

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.
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 etc.

🎓 Education

AZ Smart s. r. o.
Prague
2009–2010

Applied Mathematics & 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. Programming in Microsoft Visual Basic family languages, basic HTML knowledge, etc.