Roman Cinis

Flutter Developer & Designer

Brno, Czechia

Website: tsin.is



Y Honors & Awards

- by <u>Google & Lenovo</u> in official Flutter Contest

– in the <u>Official Flutter</u> Community Hackathon

- <u>Dribbble</u> Player (2020)

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

ili Skills

Languages:

English: Pro (B2) Russian: Native Czech: Native

Other:

Graphic design UI/UX design Motion design

台 Work Experience

Bindworks.eu Flutter Developer

Brno

FEBRUARY 2021 - PRESENT

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

Freelance Flutter Developer

Brno &

MAY 2014 - MARCH 2021 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. Senior Graphic Designer

Louny

AUGUST 2011 - APRIL 2014

Data preparation for printing, production previews, VBA programming. After promotion — leading a small team, production management, data preparation for printing etc.

≡ Tech Stack

Design:

Adobe: XD, InDesign, Illustrator, Photoshop

Development:

Main: Flutter + Dart

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

Methodologies: Agile, Scrum.

AZ Smart s. r. o. Applied Mathematics

Prague

2009–2010 Economics

Postgraduate preparatory year study. Mainly In the field of theoretical and applied mathematics and economic theory.

Secondary Technical Information Technology. School AGC a. s. Teplice 2005–2009 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.