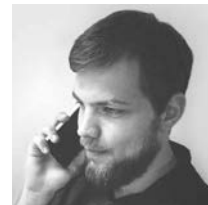# Roman Cinis

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 CarOnSale Review app, in the international, English-speaking, development team.

Bindworks.eu — **Flutter Developer**
Remote
FEB. 2021 – JUNE 2022

Working on several main projects (IKEM Online and IKEM zScanner) in the development team.

Freelance — **Flutter Developer & Designer**
Remote & Brno
MAY 2014 – MARCH 2021

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

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.

🏠 🎧 🖥 ⚽ 📷

🎓 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.