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# NIGEL BRESLAW



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## Profile

With 25 years of commercial experience, I specialise in creating applications that captivate millions of users. My journey combines a rich background in UX design with cutting-edge cross-platform software development skills. Hands-on software development is my true calling, and as an introvert who loves to code, I won't stop talking about the latest technological innovations.

I excel in small, agile teams where passion and productivity intersect. My mission is to infuse technology with a human touch, ensuring apps are not only performant and intuitive but also delightful. Accessibility, motion design, and custom interactions are the hallmarks of the projects I've delivered, setting a high standard for user experience.

## Public projects

### **Guardian Ghost -2024 React Native Universal app.**

Web, iOS and Android. Public rebuild of Ishtar Commander. Working solo it took me around 4 months to get it ready to ship.

### **Ishtar Commander 2015-Present**

[ZingStudio.io](http://ZingStudio.io) cross platform iOS and Android. 2 million downloads. 250K active users. A solo project that is a companion app to Destiny 2. Forbes described it as a 'must have' application.

### **Berry Forest 2014**

iOS kids toy. Design, code and crafted much of the assets out of clay.

## Experience

### **Full Stack Developer, Nokia, 2022–Present**

React based web apps for factory automation and testing.

### **UX Lead, Nokia, 2019–2021**

UX and prototyping for research projects around 3D, VR, and consumer based 5G network planning.

### **UX and Product Owner 'Nokia FastMile broadband', Nokia- 2015-2019**

Design, prototyping and field testing of iPhone and Android apps that helped setup and manage a wireless broadband solution.

### **UX Lead (Krakatau project), Nokia, 2012-2015**

Responsible for building and leading the software UX team in Oulu.

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**Senior UX Designer Qt Development Frameworks. Nokia. 2008- 2010**

Worked on tools for the Qt Quick (QML) User Interface language.

Trained and promoted the technology internally; Qt Quick is compatible with Android, iOS, and desktop.

**Senior UI Designer, Symbian UX Tools team. 2006-2008.**

Designed and delivered tools for the S60 user experience.

**Senior UI Designer, Series 60 (S60) Future Concepts Team. 2004-2006**

Developed application and technology concepts for the S60 product pipeline. Pioneered the use of high fidelity prototypes using Adobe Flash and Flash Lite with ActionScript.

**Senior UI Designer, Series 90 UI Style Team. Nokia, 2002-2004**

Ensured overall User Experience quality and consistency.

**User Interface designer, Dharma Design – 2001-2002**

Contracted for early UI design work for Nokia's new Series 90 touch based smartphone platform.

**User Interface designer, Symbian Ltd – 1998-2001**

Designed UI for early Symbian-based devices, including the Nokia 9210 and UIQ platform.

**Skills**

- Cross platform software development (web and mobile)
- UX App Design
- DevOps.

**Languages**

English - Mother tongue

**References**

Available on request

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