
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 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 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.

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
