
NIGEL BRESLAW



+358 0504867906
nigel.breslaw@gmail.com
[Portfolio: unintuitive.com](https://unintuitive.com)
[LinkedIn: linkedin.com/in/nigel-breslaw/](https://linkedin.com/in/nigel-breslaw/)

Tervaraitti 1
90100 Oulu
Finland

Profile

I'm a nerdy introvert who loves to code and won't stop talking about the latest development technology. I thrive in small teams that get things done and love to be around people who are passionate about their work.

I'm all about bringing a human touch to technology. Apps should be performant, easy to use and delight. Accessibility, motion design, custom interactions and more are a hallmark of projects I have touched.

Public projects

Guardian Ghost - React Native Universal app. Web, iOS and Android. Public rebuild of Ishtar Commander. Working solo it took me around 4 months to get to 1.0.

Ishtar Commander - ZingStudio.io cross platform iOS and Android. 2 million downloads. 250K active users.

Berry Forest - iOS kids toy (No longer available as its 32bit only).

Experience

Full Stack Developer — 2022–Present

React based web apps for factory automation and testing.

UX Lead — 2019–2021

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

UX and Product Owner 'Nokia FastMile wireless broadband'- 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 Oy, 2012-2015

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

2008- 2010 Qt Development Frameworks. Working on tools for the Qt Quick (QML) User Interface language. As well as training and selling the technology to internal teams. Qt Quick works on Android, iOS and desktop. The language is a mix of Javascript with some declarative syntactic sugar mixed in.

2006-2008 Symbian UX Tools team. Designing and delivering tools to empower designers working on the S60 user experience.

2004-2006 Series 60 (S60) Future Concepts Team. Delivering a range of application and technology concepts for the S60 product pipeline. Pioneered

the use of high fidelity prototypes built with Adobe Flash and Flash Lite using ActionScript.

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

Responsible for the overall User Experience, ensuring teams were delivering consistent quality designs.

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

UI design for work on the first Symbian based devices including the Nokia 9210, and UIQ platform.

Skills

UX App Design

Mobile cross platform development.

DevOps.

Languages

English - Mother tongue

References

Available on request
