

david fishlock

CURRICULUM VITAE

PERSONAL SUMMARY

- Competent with a broad range of application development frameworks.
- Driven by a keen interest in usability and user-centred design, with a proven ability for delivering accessible and localised user interfaces.
- A fast learner with a pragmatic approach to problem solving and capability for critical and creative thinking.
- Experience of the full product delivery life-cycle and agile software development methodologies.

EMPLOYMENT HISTORY

Formosus Limited

July 2016 – Present

Freelance Software Developer

- .Net / C# / XAML
- UI / UX Design

Providing Windows software development and UI design services for businesses, charities and NGOs utilizing the UWP and WPF frameworks.

Microsoft UK Limited

Dec 2013 – Dec 2014, Dec 2015 – July 2016

Senior Applications Developer (Contract)

- Universal Windows Platform
- Windows Phone
- Team Foundation Server
- XAML / C# / MVVM

Worked within the Windows Phone UK Centre of Excellence developing high profile Windows Phone and Universal Windows Platform applications for Microsoft and their strategic partners.

The project team used agile methodologies and a test-driven approach to ensure that applications were delivered to the highest standards.

Nokia Entertainment

July 2007 – Oct 2013

Senior Applications Developer

- Windows Phone / Windows RT
- Xamarin
- UI Development
- Localisation
- Git / Subversion

Developed applications delivering Music, Video and eReading solutions to

DETAILS

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KEY SKILLS

- Universal Windows Platform
- WPF
- Windows Phone
- Xamarin
- XAML
- C#
- MVVM
- UI Development
- UX Design
- Localisation
- HTML / CSS
- Javascript
- Flash
- Adobe Creative Suite
- Agile Scrum / Kanban
- TFS / Git / Subversion

Windows Phone, Windows 8, Meego and Android devices.

Technologies used during this role included C#, XAML, WPF, WinRT, Silverlight, Xamarin, Qt, HTML/CSS/Javascript and Flash.

Took the lead in investigating the development of applications for new device platforms. Gave valued input to the design process through rapid prototyping of new features and consultation on best UX practices for each device platform / operating system.

On Demand Distribution

Oct 2006 – July 2007

Web Developer

- HTML / CSS / Javascript
- Adobe Flash / Actionscript

Built the user interface for a new desktop and mobile music distribution platform, supporting an array of mobile devices with varying capabilities and screen resolutions.

A key requirement was the optimization of code and assets for delivery over low bandwidth networks.

Cylix

Apr 2006 – Oct 2006

Flash Developer

Worked on a number of Flash-based E-Learning applications, creating tutorial views and UI components and managing the XML content defining the tutorial content and visual assets.

Team Rubber

Aug 2005 – Apr 2006

Web / Flash Developer

Created a number of interactive Flash viral marketing games to very tight deadlines, whilst maintaining a focus on high quality levels.

Developed a number of dynamic web applications to be sold to local council authorities. The code produced was required to conform to strict WAI accessibility requirements and standards compliance for all mark-up.