



Swift Developer, Photographer & Digital Creator

hi@nickpudd.ing

Executive Summary

A multi-disciplinary developer and photographer operating at the intersection of technical logic and geometric minimalism. Focused on translating complex functional requirements into streamlined user interfaces and pristine visual media with high aesthetic precision and clean engineering.

Core Competencies

- Photography & Video Production:** Proficient in high-end video workflows (ProRes Log pipelines) and precise color grading. Experienced in managing professional camera gear and structured media asset workflows.
- UI/UX & Digital Design:** Interface prototyping in Figma and Framer, deeply inspired by clean, structured, and geometric minimalist layout principles.
- Software Development:** Hands-on engineering for macOS, iOS, and watchOS platforms using Xcode and SwiftUI. Skilled in integrating modern component systems like shadcn/ui and executing efficient terminal-based git workflows.
- 3D Production:** Technical 3D environment modeling and asset design in Blender, bridging spatial imagination with precise digital execution.

Tech Stack & Tooling

Imaging	Professional Camera Gear, ProRes Log, Lightroom, DaVinci Resolve
Design & 3D	Figma, Framer, Blender
Development	Xcode, SwiftUI, Next.js, React, Tailwind CSS, shadcn/ui
Environment	macOS, Terminal, Git, Shell Scripting, Wispr Flow