

Kyle Leffers

Senior UI / UX Designer

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Profile

Senior UI/UX Designer with 18+ years creating intuitive, user-friendly digital experiences for complex systems. I specialise in turning complicated workflows into simple, engaging tools that customers and teams enjoy using. Experienced in user research, journey mapping, wireframing, prototyping, usability testing and building reusable design systems. Skilled at working with stakeholders and developers to deliver practical solutions that improve efficiency, adoption and satisfaction.

Key Experience

Senior UI/UX Designer & QA Engineer

Sogeclair Simulation, Adelaide SA | Mar 2023 – Present

- Led the redesign of more than 20 legacy simulation applications into a modern web platform, simplifying complex workflows and reducing training time
- Conducted user interviews, usability testing and journey mapping to guide design decisions
- Created wireframes, interactive prototypes and scalable UI components within a consistent design system
- Delivered detailed user guides and ran customer training sessions to support adoption
- Worked with global engineering teams to make sure designs met accessibility, performance and technical requirements
- Managed multiple priorities under limited direction to deliver high quality outcomes on time

UI/UX Designer

Sydac, Adelaide SA | Mar 2012 – Mar 2023

- Designed and tested user interfaces for simulation training systems used by government and transport agencies
- Created responsive, accessible mockups and prototypes aligned with Material Design and WCAG principles
- Conducted user research and usability testing to validate and refine designs

- Worked with developers and stakeholders to translate design concepts into practical, maintainable solutions
- Helped develop a design system to improve consistency and design efficiency across teams

Multimedia Designer

I Love Biscuits, Adelaide SA | May 2009 – Oct 2016

- Designed and produced interactive training modules and educational games that improved onboarding and engagement
- Managed end-to-end design projects from early concepts through to testing and delivery
- Created multimedia and marketing assets for both print and digital channels

Multimedia Developer, Aug 2006 – Jun 2008

Access Media (Department for Education), Adelaide SA | Aug 2006 – Jun 2008

- Developed interactive digital learning materials for remote education
- Designed user interfaces that improved accessibility and engagement
- Worked with educators to turn learning objectives into effective digital experiences

Tools & Expertise

Design Tools: Figma, Adobe XD, Sketch, Photoshop, Illustrator, InDesign, Animate, Balsamiq

Design Systems & Libraries: Angular Material, Material Design, Bootstrap

Research & Testing: User interviews, surveys, journey mapping, usability testing, A/B testing, analytics review

Collaboration & QA: Jira, Confluence, Xray, Visual Studio Code, TortoiseSVN, SimpleHelp

Strengths: Human centred design, stakeholder engagement, information architecture, accessibility, design and training documentation

References

Available upon request.