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## About

My name is Lee Vaughan and I'm an experienced UI/UX designer with over 16 years commercial experience, specialising in user centric mobile and desktop applications.

With complex business and user requirements broken down into first principles thinking, I strive for design simplicity, with UI's meticulously designed down to the very smallest detail.

With an extremely strong eye for detail and a firm background in user experience, I enjoy taking a project from the concept stage, right through to completion. I strive to create products that are easy to use and have a rich and colourful aesthetic when appropriate.



## Qualifications



### Bachelor's Degree

Communication Design at Q.U.T, majoring in Interaction Design.  
Completed in 2006.

## Brands I've worked on



## Design tools



Sketch



Figma



Spline 3D



Photoshop



Lightroom



Illustrator



Invision



Webflow



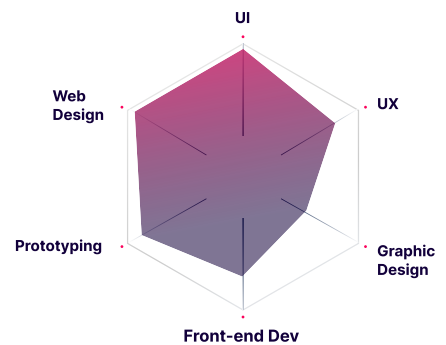
Bulma



HTML/CSS



Miro



## UX processes



Business requirements gathering



Persona development



User goals



Wireframing



Storyboards



User hierarchy & permissions



User interviews & observation



Heatmaps



Surveys



Feature prioritisation



A/B testing

## Work history

Here is a brief summary of my work history. Please note, I have freelanced for large portions of this period. I have elected to list only employees that have hired me for a number of years.



### Launch Tabletop (2021 - 2023)

Print-on-demand tabletop game service. Working along Kate Finch (Product Manager), we created a desktop application that allowed users to create a boardgame from concept, through to a production ready concept. This project involved extensive user research, user testing, and many new bespoke UI patterns, facilitating a number of very nuanced user goals.

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### University of Queensland (2014 - 2016)

UI/UX role within the software services department at the University of Queensland. During this time at the University, I was asked to create numerous web and IOS/Android applications and a major re-design of the student and staff portal, known as my.UQ. This experience led me to have thorough understanding of mobile design.

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### GoMA Art Gallery (2012 - 2014)

A freelancing role which was Intermittent and requested during busy pre-show ramp ups before launches. My responsibilities at this time required assistance with Edms, general marketing assets and UI work for multimedia installations within the art gallery itself, as well as maintenance on the primary GoMA website.

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### Griffith University (2011 - 1 year contract)

Employed primarily as a web designer, my tasks were to create production ready assets for the web team, as well as UI design concepts for internal project teams. I also commenced work on the re-design of Griffiths staff portal, as well as the Library website.

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### Queensland University of Technology (2009 - 2010)

Web and UI/UX designer at Q.U.T for the OnTrack project. Ontrack was a desktop web application which was funded by the Queensland Government under the supervision and management of the Psychology department at Q.U.T. After the initial prototype was created, I was brought in to overhaul the UI and to increase the functionality of the application. The application itself was a tool to help record and manage alcohol and drug dependency.

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### Australian Broadcast Centre (2004)

My very first design job, which was working at the ABC television studios in Brisbane. My responsibilities included general design assets for the ABC news website as well as website concepts for numerous ABC tv shows (mostly sport related).

## References

### David Acton

**Position:** Director of User Experience

**Contact details:** 0412 622 868

**Work relationship:**

David and I worked together whilst at Q.U.T on the OnTrack program, where I transitioned to take over his position before his planned departure from the project.

### Aidan Robertson

**Position:** Design manager at GoMa

**Contact details:** \*Upon request

**Work relationship:**

Aidan is the head manager for web and digital projects at GoMA. We worked together on and off during 2012 - 2014 in a freelance in-house role.