



Kyle McGill

UX Design Leader

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SUMMARY

UX Design Leader with 12+ years of experience designing enterprise SaaS platforms, AI-enabled workflows, and scalable design systems. Strong background in interaction architecture, data visualization, and human-centered design across complex, data-driven environments. Known for translating ambiguity into clear product direction, improving usability at scale, and driving consistency across multi-team systems. Experienced partnering with engineering and executive stakeholders to influence product strategy and elevate design maturity in fast-growing organizations.

SKILLS

- UX Strategy & Product Vision
- Human-Centered Design Systems
- Platform Interaction Architecture
- AI-Enabled Workflow Design
- Explainable AI UX Design
- Enterprise SaaS UX Design
- Design Systems Governance & Scaling
- Design Tokens & Component Libraries
- Cross-Platform UX Consistency
- Data Visualization & Operational Analytics Interfaces
- Accessibility-First Design (WCAG Compliance)
- Cross-Functional Leadership (Product, Engineering, Research)
- Executive Stakeholder Communication & Influence
- Zero-to-One Product Design in Complex Systems

EXPERIENCE

Lead UX Designer | SAVIYNT

11/2022 – 01/2026

UX leader focused on human-centered design, scalable systems, and AI-driven platform experiences across a complex identity security environment.

- **Design Systems Governance:** Led a production design system used by a 7-member UX team and 40+ stakeholders, creating design tokens and 26+ reusable components to improve consistency and scalability.
- **Platform UX Strategy:** Delivered end-to-end UX across dashboards, onboarding, integrations, and licensing, defining interaction models that ensured a unified experience across the platform.
- **AI Workflows and Data Visualization:** Designed AI-driven interaction patterns and standardized data visualization components, improving usability and speeding up delivery through engineering alignment.
- **Leadership and Impact:** Supported 4 parallel workstreams, driving consistency, reducing design and technical debt, and improving overall product quality through reusable frameworks.

Lead UI/UX Designer | VELODYNE LIDAR

07/2019 – 08/2022

- **UX Strategy Ownership:** Led end-to-end UX strategy across all internally developed products, aligning user experience with business and technical goals.
- **Platform Unification:** Unified UI across 5 sensor platforms and a fleet management web application, creating a consistent experience across a complex product ecosystem.
- **Design Systems Foundation:** Built the company's first UI library and interaction standards, enabling scalable and consistent design across teams.
- **Cross-functional Collaboration:** Partnered with engineers to translate hardware constraints into practical, user-friendly interaction models.
- **Design Maturity and Impact:** Established UX as a core function, improving product usability and setting a foundation for scalable design practices.

Lead Visual/UX Designer | MAPPER.AI

08/2017 – 07/2019

- **Workflow Optimization:** Designed semantic labeling tools that improved annotation workflows for a 12-member mapping team working on complex spatial datasets.
- **Data Visualization and Interaction:** Created intuitive interfaces for point cloud data covering road signage, lane boundaries, and traffic infrastructure across large-scale environments.
- **AI and Data Systems Support:** Enabled efficient processing of large spatial datasets by aligning UX with advanced mapping and data systems.
- **Brand and Design Systems:** Established the company's visual brand system across product and marketing, ensuring consistency during rapid growth.
- **Business Impact:** Supported company growth from early stage to acquisition, strengthening product credibility with investors and industry partners

Senior Visual Designer | SAMSUNG RESEARCH AMERICA

04/2014 – 05/2017

- **Product UX Contribution:** Contributed UX and visual design across 20+ R&D initiatives, with work shipped in major consumer products including The Frame TV, 2016 Smart TV lineup, and Family Hub 2.0.
- **Concept-to-Product Design:** Translated early-stage research into production-ready visual and interaction concepts, supporting end-to-end product development.
- **Patent Visualization Support:** Created technical diagrams and visual documentation for two patented smart mirror concepts, enabling clearer stakeholder understanding and faster alignment.
- **Cross-functional Collaboration:** Worked closely with engineers and researchers to communicate complex ideas through clear visual storytelling and interface design.
- **Career Growth:** Promoted to Senior Visual Designer in recognition of design impact, execution quality, and contribution to product innovation

EDUCATION

Bachelor of Science, Media Arts And Animation

10/2004 – 09/2007

The Art Institute of California – San Diego

VISUAL EFFECTS & POST-PRODUCTION EXPERIENCE

Contract Stereo Compositor | GENER8 DIGITAL MEDIA | 2013

Stereoscopic 3D conversion company.

Stereo Compositor | SDSF STUDIOS (DELUX 3D) | 2011 – 2012

Award-winning, full-service visual effects and post-production company.

Finishing Artist | LEGEND 3D | 2010 – 2011

Premier Hollywood-based visual effects and stereoscopic conversion company.