

SSLPR19 Leather Goods Designer

1. Job role

TCF sub-sector	Leather Goods Manufacturing
Functional area	Product Design and Development
Job role	SLPR19 Leather Goods Designer
Job role description	Designs and develops leather goods products including bags, wallets, belts and accessories. Responsible for concept development, material selection, technical specifications and collaboration with production teams to ensure design feasibility and brand alignment.
Performance expectations	- Develop commercially viable product designs - Align designs with brand and market positioning - Produce accurate technical specifications - Collaborate effectively with production teams - Meet product development timelines - Support innovation and product differentiation
Specialisation	- Luxury and premium leather goods design - Sustainable material selection - Digital 2D/3D product design - Small-batch or custom product development
Application in other Textile, Clothing and Footwear (TCF) sectors	Transferable to design roles in footwear, apparel accessories, textile product development and related fashion sectors.

2. Key tasks and critical work functions

Key tasks	- Research market trends and consumer preferences - Develop product concepts and design sketches - Select appropriate leather and hardware materials - Prepare technical drawings and specifications - Collaborate with pattern makers and sample makers - Review prototypes and refine designs - Ensure designs meet cost and production constraints
Critical work functions	- Commercial viability of product designs - Accuracy of technical documentation - Alignment with brand identity - Material suitability and performance - Timely progression from concept to prototype - Collaboration across design and production teams

3. Technical skills

Design software proficiency	Use CAD and digital design tools for 2D/3D product development.
Technical drawing preparation	Develop detailed technical specifications and construction details.

Material knowledge	Understand leather types, finishes and hardware components.
Prototype evaluation	Assess samples and adjust designs for manufacturability.
Cost awareness	Design within target cost parameters.
Trend analysis	Interpret fashion and consumer trends for product direction.
Sustainability knowledge	Incorporate ethical and sustainable material considerations.
Collaboration tools	Coordinate with production and supply chain systems.

4. Generic Skills

Creativity	Generate innovative and market-relevant design ideas.
Communication	Present design concepts clearly to stakeholders.
Attention to detail	Ensure precision in technical specifications.
Problem solving	Resolve design and manufacturability challenges.
Time management	Meet product development deadlines.
Teamwork	Collaborate effectively across departments.

5. Emerging skills

Emerging skills	• 3D virtual prototyping and rendering • Digital product lifecycle management systems • Sustainable design integration • AI-assisted design tools • Integration of design data with ERP systems
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6. VET Qualifications and Skill Sets

Entry-level preparation	MST40122 Certificate IV in Textile Design and Technology or equivalent
Advanced development	MST50122 Diploma of Apparel, Fashion and Textiles or MST60122 Advanced Diploma of Apparel, Fashion and Textiles or bachelor's degree in fashion design

7. Job progression

Possible job progression	Assistant Designer → Leather Goods Designer → Senior Designer → Design Manager
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8. Classification

Australian Qualifications Framework	AQF Level 4-7
Australian Bureau of Statistics (ABS) Skill Levels	Skill Level 1-2
Open Source Classification of Occupations for Australia (OSCA)	Fashion Designer / Product Designer – Manufacturing context



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