

DYLAN LE

(Product, Visual, Experience) Designer
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Hi, I am Dylan Le, a product, visual, and experience designer who believes one title can't capture the full scope of my creativity. I became passionate about design way back in grade school when all I wanted to do was doodle on my homework or change the little icons on my computer. That spark never faded but developed into a deep passion for the craft, innovation, and connection of design. I enjoy the process of collaboration with peers and endless minor visual tweaks to show my work to the world so good it creates new communities to love and share. To me, that is my definition of design.

COURSEWORK PROJECTS

Hermès Sponsor Studio Project

Spring 2025

Term-long, interdisciplinary course working in a small team of 3 to produce a product concept for Hermès
Created and designed the app that directly interacts with the physical product which incorporates organizing features using AI
Ideated all features on both the physical product and app which includes button placement, micro-interactions, and interactive thinking
Built a final physical and digital showcase to show to the client which includes an intro video, product reel, and physical mockups

AWAWARE - Live-streaming project sponsored by [Alienware \(Dell\)](#)

Fall 2024

Produced a concept product for Alienware that reimagines the live-streaming space for the future (2030-2035)
With faceless live-streamers on the rise, this product lets introverted personalities live-stream with ease with hyper personalized avatars
In charge of the interactive points between the user and product, ideated all features
Learned to balance critiques and adapt to the client's requests through weeks of revisions and presentations

VISIONARY MUSEUM - Business concept using AR to create interactive experiences for museums

Spring 2023

More focused on the business side, created a B2B project company that utilizes interactive technology as a product to sell to museums
Researched market trends among using AR technology in museums and created a landing website for museums to explore
Learned the in and outs of creating a start-up and lifting a passion project into a tangible starting business

Gettogether - Group hangout app

Fall 2022

Designed an app that helps users plan events and hangouts with friends without the need of multiple apps
Sought out a solution to a problem many late teens and young adults struggle when making plans together
Utilized ideation, design briefs, user interviews, use cases, user journeys, and personas to create a high fidelity app concept

PROFESSIONAL EXPERIENCE

Noel Hjalmarson's Portfolio

Designer | Fall 2025

Designed a web portfolio for the client
[Noel Hjalmarson](#)

Aaren Gaud Copywriter

Designer | Spring 2024

Co-designed a web portfolio for the client
[Aaren Gaud](#) | Copywriter

All Fab Precision

Website Designer | Fall 2024

Redesigned All Fab Precision's website
[All Fab Precision Sheetmetal](#)

EDUCATION

Bachelor of Science, Interaction Design

ArtCenter College of Design | Fall 2025

- Minor in business
- Worked alongside teammates with varied skill sets to execute multi-disciplinary projects.
- Outsourced to peers for design work

SKILLS

Design Knowledge:

Graphic Design HTML
Typography Python
Motion Design JavaScript
Prototyping CSS
User Research

Soft Skills:

Teamwork
Problem Solving
Open-minded
System Thinking
Communication

Software:

Figma Procreate
Webflow Unity
Framer Solid Works
Protopie
Adobe Suite