DYLAN LE

Dylan Le, (Product, Visual, Experience) Designer
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EDUCATION

ArtCenter College of Design - Pasadena | 2025

Bachelor of Science, Interaction Design | Minor in Business

- Taken classes for HCI, Advanced Prototyping, Physical Computing, Typography, Graphic Design, Communication Design, Interface Design, and more
- Outsourced from peers to help a multitude of different projects, including motion videos, portfolio websites, and qualitative interviews
- Worked alongside teammates with varied skill sets to execute multi-disciplinary projects.

RELEVANT EXPERIENCE

Écho - Smart sound keeper in the pocket sponsored by Hermès

Spring 2025

- Participated with multidisciplinary designers through ArtCenter, a sponsored studio project with Hermès running for 14 weeks
- Designed an app that directly interacts with the sound keeper, incorporating AI organizing features, enhancing user experience through careful user flow design
- Ideated the 8 main features using data-driven research and test studies with competitive products to nurture a unique and seamless product
- Met with the client 3 times, building a final physical showcase (intro video, product reel, physical mockups) to show to the external client in the final week

AVAWARE - Live-streaming project sponsored by Alienware (Dell)

Spring 2025

- Produced a concept ecosystem of products with a team of 3 for Alienware that reimagines the live-streaming space in the future (2030-2035)
- Utilized A/B Testing and in-depth data analysis of live-streaming trends, along with a multitude of prototypes
- Incorporated AI to streamline features such as an AI-generated 3D model tool and an interactable AI chatbot
- Learned to balance critiques and adapt to the client's requests through weeks of revisions and presentations, meeting with external clients 3 times for an introduction, mid-term project proposals, and final presentations

Website Designer - Designing client websites

Fall 2023 - Current

- Designed 3 client websites ranging from personal to company websites along with added maintenance and changes
- Worked with the clients via emails and messages throughout the process taking around a month per website per client
- Business and personal requirements were assessed and adhered to in the design process

COURSEWORK PROJECTS

VISIONARY MUSEUM - Business concept creating interactive technology experiences to sell to museums

Spring 2023

- Created 20 page business proposal listing Executive Summary, Product Value, Marketing, Organization and Management, Trade Secret, Business Model, and Financials
- Researched market trends among using AR in museums by interviewing and reading articles to create prototypes for MVP testing
- Created a landing website which explains VISIONARY MUSEUM to interested museums with details and pricing

Getogether - Group hangout app

Fall 2022

- Designed an organized social app that helps friends manage events and hangouts with each other
- Polish detailed UI features and micro interactions to solidify user thinking for user goals on the app
- Utilized ideation, design briefs, user interviews, use cases, user journeys, wireframing, and personas to create a high-fidelity app using Figma
- Onboarding processes were considered for future users to enhance the overall experience.

SKILLS

Design Knowledge:

Graphic Design, Typography, Motion Design, Prototyping, User Research, Wood Working, Sketching

Soft Skills:

Problem Solving, Open-minded, System Thinking, Communication, Innovation, Cross-Functional Team, Collaboration, Brainstorming, Ambitious, Leadership, Listening, Ecosystem Thinking, Product Visioning

Language:

HTML, Python, JavaScript, CSS

Software:

Figma, Webflow, Framer, Protopie, Procreate, Unity, Solid Works, Photoshop, After Effects, Illustrator, InDesign, Adobe XD, Adobe Aero, Jupiter Notebook, GitHub