

Dylan Le

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EDUCATION

ARTCENTER COLLEGE OF DESIGN

Pasadena, CA

Bachelor of Science, Interaction Design. 3.6 GPA with Honors. Minor in Business

December 2025

Relevant Coursework: HCI, Advanced Prototyping, Physical Computing, Typography, Graphic Design, Communication Design, Interface Design, Presentation, Marketing, Brand Strategy, and more.

RELEVANT EXPERIENCE

GXS PRODUCTIONS

Remote

Website Designer

Jan 2026 - March 2026

- Redesigned GXS Productions website to modernize legacy projects and better showcase upcoming work
- Improved site usability and readability by refining layout, visual hierarchy, and overall design system

ARTCENTER X HERMES

Paris, France - Pasadena, CA

Interaction Designer

Jan 2025 - April 2025

- Collaborated with a multidisciplinary team at ArtCenter College of Design on a 14-week sponsored studio project with Hermès
- Designed an AI-powered voice recording system integrating a physical device and mobile app to structure and categorize audio content
- Developed 8 core features through user research, competitive analysis, and iterative testing to create a seamless user experience
- Presented concepts to client stakeholders across three reviews, culminating in a final showcase including a product reel, intro video, and physical mockups

ARTCENTER X ALIENWARE

Pasadena, CA

Interaction Designer

Sept 2024 - Dec 2024

- Ideated a future-focused livestreaming platform for Alienware (2030–2035) in a team of three, reimagining content creation through an integrated digital ecosystem
- Designed the end-to-end UX for an avatar-based streaming experience, including avatar creation, environment customization, live streaming, community space, and video recording
- Integrated AI-driven features, including avatar generation tool and interactive chatbot to enhance user engagement and streamline content creation
- Collaborated directly with client stakeholders, incorporating feedback across multiple presentations to evolve the product through concept, midterm, and final stages

PROJECTS

VISIONARY MUSEUM

Pasadena, CA

Creating interactive technology experiences to sell to museums

Spring 2023

- Designed and prototyped an interactive AR museum experience example for VISIONARY MUSEUM using Adobe Aero and Unity
- Designed and built a landing website for VISIONARY MUSEUM to communicate product offerings, value proposition, and pricing
- Developed a 20-page business proposal outlining executive summary, product value, marketing strategy, operations, IP, business model, and financial projections

GETOGETHER

Pasadena, CA

Group hangout app

Fall 2022

- Designed a social coordination app that streamlines event planning and scheduling for friend groups
- Conducted user research to uncover pain points in group organization, informing personas, user journeys, and core features
- Created a high-fidelity prototype through iterative ideation and design exploration to deliver a cohesive user experience

SKILLS & INTERESTS

Technical: Figma, Webflow, Framer, Protopie, Procreate, Unity, Solid Works, Photoshop, After Effects, Illustrator, InDesign, Adobe XD, Adobe Aero, Jupiter Notebook, GitHub, Cargo.site, Claude Code, Chat GBT, Cursor

Language: HTML, Python, JavaScript, CSS

Design Knowledge: UX Design, Graphic Design, Typography, Motion Design, Prototyping, User Research, Sketching, Coding

Soft Skills: Problem Solving, Open-minded, System Thinking, Communication, Innovation, Cross-Functional Team, Collaboration, Brainstorming, Ambitious, Leadership