

# Dylan Le

Los Gatos, California | [dyyle02@gmail.com](mailto:dyyle02@gmail.com) | +1(408)-483-1806 | [dyyle.com](http://dyyle.com) | [linkedin.com/in/dyyle](https://www.linkedin.com/in/dyyle)

## 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

**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