

Dylan Le

Product, Visual, Experience Designer

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Education

ArtCenter College of Design

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

Pasadena, CA
December 2025

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

Experience

GXS Productions — Website Designer

Remote
Jan 2026 - Current

- 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 Hermès — Interaction Designer

Paris, France / Pasadena, CA
Jan 2025 - April 2025

- Collaborated with a multidisciplinary team on a 14-week sponsored studio project with Hermès
- Designed an AI-powered voice recording system integrating a physical device and mobile app
- Developed 8 core features through user research, competitive analysis, and iterative testing
- Presented concepts to stakeholders across three reviews, culminating in a final showcase with product reel and prototypes

ArtCenter x Alienware — Interaction Designer

Pasadena, CA
Sept 2024 - Dec 2024

- Ideated a future-focused livestreaming platform (2030–2035) within a team of three
- Designed end-to-end UX for an avatar-based streaming experience
- Integrated AI-driven features including avatar generation and chatbot interactions
- Collaborated with stakeholders and iterated across concept, midterm, and final presentations

Freelance — Designer

Remote
Dec 2024 - April 2025

- Created portfolio website for Noel Hjalmarson
- Co-designed portfolio website for Aaren Gaud
- Redesigned company website for All Fab Precision

Projects

Visionary Museum — Capstone Project

Pasadena, CA
Spring 2023

- Designed and prototyped an interactive AR museum experience using Adobe Aero and Unity
- Built a landing website to communicate product value, pricing, and offerings
- Developed a 20-page business proposal covering strategy, operations, and financial projections

Skills

Technical: Figma, Webflow, Framer, ProtoPie, Procreate, Unity, SolidWorks, Photoshop, After Effects, Illustrator, InDesign, Adobe XD, Adobe Aero, Jupyter Notebook, GitHub, Cargo.site, Claude, OpenAI, Miro, XCode, VSCode

Languages: HTML, Python, JavaScript, CSS.

Design: UX Design, Graphic Design, Typography, Motion Design, Prototyping, User Research, Sketching, AR Design, XR Design

Soft Skills: Problem Solving, Systems Thinking, Communication, Collaboration, Leadership