

Dylan Le

Product, Visual, Experience Designer

Los Gatos, CA

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Education

ArtCenter College of Design

Pasadena, CA | December 2025

Bachelor of Science, Interaction Design | 3.7 GPA with Honors — Minor in Business

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

Experience

Consultant Work — Designer

Remote | Dec 2024 - Current

- Creating the brand identity and landing website for LeHansen Design to attract clients and streamline client/vendor communication.
- Designed a portfolio for Noel Hjalmarson, helping strengthen his professional presence and support his career transition to Apple.
- Co-designed a portfolio website for Aaren Gaud by translating creative work into a clean, readable digital experience.
- Redesigned the website for All Fab Precision to improve credibility and increase B2B marketing visibility.

GXS Productions — Web Designer

Remote | Jan 2026 - April 2026

- Redesigned company website by modernizing legacy project pages and restructuring content to better showcase upcoming work.
- Improved site usability and readability through refined layouts, stronger visual hierarchy, and cleaner visuals.

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 to develop future-facing concepts for Hermès.
- Designed an AI-powered voice recording system by integrating a physical device with an app for seamless audio organization.
- Developed core features through user research, competitive analysis, and iterative testing to improve usability.
- Presented concepts across three stakeholder reviews, culminating in a final showcase with prototypes and mockups.

ArtCenter x Alienware — Interaction Designer

Pasadena, CA | Sept 2024 - Dec 2024

- Ideated a future-focused livestreaming ecosystem (2030–2035) within a team of three to explore creator technology.
- Designed end-to-end UX for an avatar-based streaming platform including creation, customization, and live workflows.
- Integrated AI-driven features such as avatar generation and chatbot interactions to improve engagement.
- Refined concepts through multiple stakeholder presentations, evolving the product into a final prototype.

Projects

Visionary Museum — Capstone Project

Pasadena, CA | Spring 2023

- Designed and prototyped an interactive AR museum experience using Adobe Aero and Unity to explore immersive visitor engagement.
- Built a landing website to communicate product value, pricing, and offerings to prospective museum partners.
- Developed a 20-page business proposal outlining strategy, operations, and financial projections to support launch feasibility.

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, Design Tools, Adobe Creative Suite

Languages: HTML, Python, JavaScript, CSS

Design: UI/UX, Graphic Design, Typography, Motion Design, Prototyping, User Research, Sketching, AR Design, XR Design, Usability Testing, Product Design, Interviews, User Experience, Visual Design, Website Design, Information Architecture, Storyboarding, User Flows, Design Systems, Craft, CMS, Human Centered Design, Wireframing

Soft Skills: Problem Solving, Systems Thinking, Communication, Collaboration, Leadership, Design Thinking, Cross Functional Teamwork, B2B, Efficiency, Attention to Detail