

Dylan Le

Product Designer | UI/UX, Interaction, Visual & Experience Design

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Experience

Product Designer (Freelance) — Consultant Work | Dec 2024 - Present

- Designed a professional portfolio for a client transitioning into a design career at Apple, aligning visual identity and UX with his personal narrative.
- Co-designed a portfolio website that translated a fellow designer's creative work into a clean, readable digital experience.
- Redesigned the **All Fab Precision** website to strengthen brand credibility and increase B2B marketing visibility.
- Leading brand identity and landing website design for **LeHansen Design**, building a system to attract clients and streamline client/vendor communication.

Web Designer — GXS Productions | 2026 - Present

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

Interaction Designer — ArtCenter x Hermès | Jan 2025 - Apr 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, integrating a physical device with a companion app for seamless audio organization.
- Drove feature development through user research, competitive analysis, and iterative usability testing.
- Presented concepts across three stakeholder reviews, culminating in a final showcase of prototypes and mockups.

Interaction Designer — ArtCenter x Alienware | Sept 2024 - Dec 2024

- Ideated a future-focused livestreaming ecosystem (2030–2035) with a three-person team to explore emerging creator technology.
- Designed end-to-end UX for an avatar-based streaming platform, covering account creation, customization, and live workflows.
- Integrated AI-driven features, including avatar generation and chatbot interactions, to increase user engagement.
- Refined the concept across multiple stakeholder presentations, evolving it into a final working prototype.

Projects

Pending — In Progress | Present

- Designing and building a responsive job-application tracker as a working front-end prototype across desktop and mobile.
 - Designed end-to-end workflows that automate application tracking through email parsing, status classification, and follow-up drafting.
 - Built a themeable design system supporting dark and light modes, eight accent colors, and three customizable copy tones.
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Education

B.S., Interaction Design — ArtCenter College of Design | December 2025

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

Skills

Product & UX: UI/UX, Product Design, Design Systems, Prototyping, User Research, Usability Testing, Interaction Design, Information Architecture, Wireframing, User Flows, Human-Centered Design

Tools: Figma, Framer, ProtoPie, Webflow, Adobe XD, Adobe Creative Suite (Photoshop, Illustrator, InDesign, After Effects), Unity, Adobe Aero, SolidWorks

Languages: HTML, CSS, JavaScript, Python

Collaboration: Cross-Functional Teamwork, Systems Thinking, Communication, Leadership, Design Thinking, Problem Solving