

Maria Giulietta Cappelletti

UX/UI Designer — Milan, Italy

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UX/UI designer with three years across app and web interfaces, from user research and flows to UI systems. Work spans conventional digital products, immersive AR/VR/MR environments and gamification, with an interaction-first approach throughout.

WORK EXPERIENCE

- Freelance UX/UI Designer** Oct 2024 — Ongoing
Self-employed
 - Design user-centred UX flows and UI systems for websites, mobile apps and games.
 - Own the full process end to end: brief, wireframing, UI system and developer handoff.
- XR Interaction Designer Intern** Nov 2023 — Sep 2024
Accenture Song
 - Designed and developed immersive AR, VR and MR experiences for clients in banking, automotive and tourism, from concept ideation to final delivery.
 - Facilitated co-design workshops and brainstorming sessions with client teams, translating outcomes into interactive prototypes.
- UX/UI Designer Intern** Feb 2023 — Mar 2023
API srl
 - Designed game mechanics, user experience and interfaces for 3 VR serious games on cyberbullying, cybersecurity and phishing, making the topics more engaging and interactive for students.
- UX/UI & Graphic Designer** Nov 2021 — Oct 2022
imaginary srl
 - Redesigned the UI of a minigame app aimed at slowing cognitive decline in older adults, adapting an interface that had not originally been designed for that audience.
 - Developed game mechanics and graphics for several serious games covering workplace safety, inclusivity, health and rehabilitation.

EDUCATION

- Master's Degree in Communication Design**
Politecnico di Milano
2019 — 2022 · **110/110**
- Bachelor's Degree in Communication Design**
Politecnico di Milano
2016 — 2019 · **107/110**

COURSES

- Specialization Course in UX and UI Design for Video Games**
Digital Bros Game Academy
Apr 2025 — Jul 2025
- Advanced Training Course, Multimedia Product Designer with VR Technologies**
AgenFor | CarraroLAB
Jun 2022 — Jan 2023

SKILLS

UX/UI Design · Product Design · Interaction Design · User Research · Prototyping · Gamification · Graphic Design · Design for AR/VR/MR

SOFTWARE

Figma · Illustrator · Photoshop · After Effects · Unreal Engine · Blender · Miro / Mural / FigJam

LANGUAGES

Italian	Native
English	C1