Alessandro Battisti
Interaction Designer & Design Researcher

Experience

The Wrecking Crew, Interaction Designer
I am doing interaction design & design strategy through the lens of behavioral economics. I am involved in client-facing relations and design facilitation workshops with core client stakeholders.
San Francisco, Present

TuneIn, Interaction Designer
I designed new, shipping products. Additionally, I worked on self-directed organizational change within the company to cross-functionally implement human-centered design practices.
San Francisco, May 2017–December 2017

Fuseproject, Experience Designer
Alongside the Experience Design team I designed the system & experience of a connected companion robot for older adults. I also created product storyboards & communicated directly with clients.
San Francisco, May 2016–January 2017

Kik Interactive, Interaction Designer
I was 1 of 2 members of the newly-minted Kik Creative Team. I worked on growing Kik's nascent chat micro-app platform by designing micro-app concepts & pitching them potential brand partners.
New York, June 2015–September 2015

Time Well Spent (Tristan Harris), Design Facilitator
I volunteered to facilitate design workshops of 20+ UX designers. I designed workshop activities & led teams of 4 to redesign popular products to be non-addictive & respectful of the user's time.
New York, May 2015–September 2015

speckDesign, Interaction Design Intern
I was part of brainstorms for the design strategy of a leading healthcare tech client. I synthesized concepts into meta-categories & designed client deliverables, including system diagrams & concept sketches.
San Francisco, September 2015–November 2015

Side Projects

Accessible Software for Older Adults
I am working with Elder Care Alliance to continue my thesis work on building an open-source library of accesible UI patterns designed with older adults in mind.

Cafe Blank
I am part of a team co-creating a pop-up art event which acts as a platform for local artists to connect with the local community & simultaneously improves underused public space in San Francisco.

Education

California College of the Arts
BFA, Interaction Design
2013 - 2017
I graduated with distinction from CCA's renowned Interaction Design program.

University of Rochester
Modern Dance, Biology, Psychology
2011 - 2013
I triple-majored in biology, psychology, & narrative-driven modern dance before transferring to CCA.

About

I am an interaction designer passionate about designing things that empower people to become the best versions of themselves. I use human-centered design methodologies as a vehicle for organizational change.

Skills

Design research, Systems thinking, Client communication, Concept generation, Storytelling, Visual design, Prototyping (Experience & Digital), Venture design, Design Facilitation, Opportunity framing, User experience.

References

Barry Katz **IDEO**
Haakon Faste **The Wrecking Crew**
Hugh Dubberly **DDO**
Christina Wodtke **Wodtke Consulting**

Languages

English native
Italian conversational