

# Alessandro Bocquet UX/UI Designer

Milan, Italy | [contact@alessandrobocquet.fr](mailto:contact@alessandrobocquet.fr) | [Portfolio](#)



Product-oriented UX/UI designer with a background in interaction design, digital heritage and visual systems. I bridge user needs and business goals through iterative design, rapid prototyping and research-driven workflows. My work spans cultural archives to modern data-informed, human-first approach products.

## Education

### Politecnico di Milano - Italy

Master in Digital and Interaction Design

September 2024- Now

### Université de Strasbourg - France

Bachelor degree in Digital Design

2021-2024

### Lycée français de Berlin - Germany

French Baccalauréat & German Abitur

2018 - 2021

## Experiences

### Visual Experience Design (Intern)

Museum für Islamische Kunst Berlin - Germany

June-July 2024

- Led the design of interactive visualizations and spatial data graphics for a prototype platform showcasing Moroccan heritage
- Developed early UX concepts for a collaborative digital archive, connecting several Moroccan institutions
- Contributed to a cross-institutional design strategy aligned with the museum digitization goals

### UX/UI Design (Intern)

Association de Sauvegarde de la Médina de Tunis - Tunisia

January 2024

- Designed and prototyped a bilingual web platform to promote the medina's historical significance
- Led user interviews and translated feedback into interface updates
- Participated in digital strategy sessions with UNESCO Stakeholders

### Information Architecture (Intern)

Archivio Storico Olivetti Ivrea - Italy

June-July 2021

- Helped design a searchable archive interface for Olivetti's documents and photos collections
- Developed tagging systems and worked on metadata-driven navigation structures
- Participated in reflections on the heritagization of digital design

### Interaction Design (Intern)

Museum für Islamische Kunst Berlin - Germany

April 2018

- Designed touch-interactive media for a photography exhibition
- Focused on harmonizing visual language with curatorial storytelling

## Design Stack

### Design creation

Figma

### UX Process

Usability testing

Protopie

Wireframing

Framer

User flows

Notion

Heuristic evaluations

Photoshop

Card sorting

Premiere Pro

Accessibility Testing

Illustrator

Data Driven Design

HTML/CSS

SEQ, UEQ

## Languages

French: Native

German: C2 (Abitur)

English: C2 (TOEFL IBT, TOEIC)

Italian: B2 (CISIA)

Arabic: A2

## Personal interests

Museography

Digital heritage

Game design

Interaction between design, creative process, digital tools and society

Rowing, skiing, football