



# Alessandro Cavallotti

UX Designer and Full Stack Developer with expertise in crafting user-centered digital solutions. Experience in both startup and enterprise environments, delivering solutions across web and mobile platforms.

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## Experience

### Air Liquide - UX Designer Intern

03/2024 - 09/2024

La Digital Factory, Paris, France

- Led international user research by conducting semi-structured interviews and observations with 10 employees in Italy, Spain and France, identifying 10 critical usability issues in internal applications.
- Synthesised user feedback and conceptualized solutions that were incorporated into the product roadmap.
- Designed and build the UI of an internal Generative AI chatbot in Angular, bridging UX Design and Development.
- Informed Air Liquide's design system strategy by analysing over 50 design systems against 30 key metrics.

### Junto Innovation Hub - Full Stack Developer

04/2021 - 03/2023

Modena, Italy • Hybrid

- Developed end-to-end features for Niipy.com using Django, PostgreSQL for backend and responsive CSS frameworks for frontend, ensuring seamless desktop and mobile experiences.
- Translated Adobe XD prototypes into production-ready code, maintaining high-fidelity design implementation while ensuring cross-browser compatibility.
- Architected and integrated database schemas and RESTful APIs to support new product features and user interactions.

### Freelancer - Mobile Application Developer

03/2020 - 04/2021

Remote

- Delivered two high quality mobile applications for clients within six months, resulting in a combined 15,000 downloads within the first three months of launch.
- Utilized Flutter for cross-platform functionality and implemented Agile methodologies to deliver both projects on time and within budget.

## Education

### EIT Digital Master in Human Computer Interaction and Design

09/2023 - 09/2024

Université Paris-Saclay • Orsay, France

### EIT Digital Master in Human Computer Interaction and Design

09/2022 - 06/2023

Universidad Politécnica de Madrid • Madrid, Spain

### Bachelor's degree in Computer Engineering (Erasmus)

09/2021 - 06/2022

Warsaw University of Technology • Warsaw, Poland

### Bachelor's degree in Computer Science

09/2019 - 10/2022

Università di Modena e Reggio Emilia • Modena, Italy

## Selected Projects

[Visit the portfolio for more projects...](#)

### Work Break Space

12/2024 - 01/2025

- Conducted user research with 30 remote workers to identify key pain points in digital workspace management.
- Prototyped the solutions based on survey insights for optimal remote working experience.
- Built full-stack MVP using Next.js and Firebase, incorporating user feedback into feature development.

### Tune Crafter

09/2023 - 10/2023

- Developed gesture-controlled music creation web app using Vite.js and MediaPipe for hand tracking.
- Designed and deployed intuitive gesture controls based on user interaction research.
- Achieved 20 monthly active users, tracked through Google Analytics.

## Languages

Italian, Native  
English, Professional (C1)  
Spanish, Conversational (A2)  
French, Basic (A1)

## Technical Skills

**User Research**  
Semi-structured interviews, Observations, Usability Testing  
**Design**  
Interaction Design, Prototyping (Hi-Fi/Lo-Fi), Design Systems  
**Tools**  
Figma, Adobe XD, Photoshop

**Frontend**  
HTML5, CSS3, JavaScript/TypeScript, Angular, React, Responsive Design  
**Backend**  
Python, Django, PostgreSQL, Firebase, REST APIs, Authentication Systems  
**Mobile**  
Flutter, Android, Cross-platform Development

## Soft Skills

Adaptability  
Project Management  
Problem Solving  
Teamwork  
Design Thinking