

Alessandro Bocquet

UX/UI Designer

Milan, Italy | 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) <i>Museum für Islamische Kunst Berlin - Germany</i>	June-July 2024
<ul style="list-style-type: none">• 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) <i>Association de Sauvegarde de la Médina de Tunis - Tunisia</i>	January 2024
<ul style="list-style-type: none">• 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) <i>Archivio Storico Olivetti Ivrea - Italy</i>	June-July 2021
<ul style="list-style-type: none">• 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) <i>Museum für Islamische Kunst Berlin - Germany</i>	April 2018
<ul style="list-style-type: none">• Designed touch-interactive media for a photography exhibition• Focused on harmonizing visual language with curatorial storytelling	

Design Stack

Design creation	UX Process
Figma	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 (TOEFEL 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