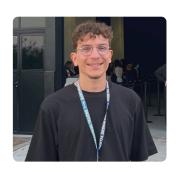
Alessandro Bocquet UX/UI Designer

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

September 2024- Now

Master in Digital and Interaction Design

Université de Strasbourg - France

Bachelor degree in Digital Design

Lycée français de Berlin - Germany 2018 - 2021

French Baccalauréat & German Abitur

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)

January 2024

Association de Sauvegarde de la Médina de Tunis - Tunisia

- 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 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