



portfolio: [www.alessandrocontini.it/portfolio](http://www.alessandrocontini.it/portfolio)

e-mail: [info@alessandrocontini.it](mailto:info@alessandrocontini.it)

phone: +34 666 182 949

Designer, coder and prototyper with an academic background in music technology.

As a designer and technologist I have extensively explored the relationship between people and digital / physical tools, in fields such as healthcare, sound & music, learning, IoT, hardware, exhibition and art.

I can contribute to projects end-to-end, from concept to development and launch, helping my team to move faster in the process by quickly prototyping ideas. My time off-screen is mostly spent turning knobs on self-built noise machines, or playing guitar in front of punk rock kids.

## / WORK EXPERIENCE

selected works

- 2019 **Senior Interaction Designer (contractor) at [Wikimedia Foundation](#)**, Barcelona, ES -- UX / UI design and prototyping of web solutions to onboard and welcome new Wikipedia users, as part of the Growth team.
- 2016 / 2018 **Lead Design Technologist at [WeMake](#)**, Milan, IT -- Design strategy co-lead of the EU project OpenCare, a design-driven research on prototyping open source hardware and software solutions for healthcare.  
> [opencare.cc](http://opencare.cc)
- 2015 **Senior Interaction Designer (contractor) at [Relayr.io](#)**, Berlin, DE -- UX / UI, research and prototyping of IoT products, apps and dashboards.  
Clients: Bosch, Siemens, Cisco
- 2014 / 2015 **Senior Design Technologist at [ToDo Design](#)**, Turin, IT -- UX / UI design and front-end development of the projects: Arduino Create, Arduino.cc Website, Arduino Reference, Arduino TRE, Intel Galileo Starter Kit.  
> [create.arduino.cc](http://create.arduino.cc)
- 2013 **Interaction Designer at [How.Do](#)**, Berlin, DE -- UX / UI / Frontend development and tutorials design for the smartphone app How.Do.  
> [vimeo.com/197197197](https://vimeo.com/197197197)
- 2012 **Design Technologist (contractor) at [Accurat](#)**, Technology research and development of Information Design projects, and cross-platform, mobile-ready data visualizations.
- 2009 / 2011 **Interaction Designer at [Interaction Design Lab](#)**, Milan, IT -- Research and development of web services, interactive installations for museums and exhibitions, online and offline campaigns, audio / video production.  
Clients: Barilla, Olivetti, Virginia Commonwealth University, Telecom Italia  
> [youtu.be/JnEN7Zbtdlk?t=90](https://youtu.be/JnEN7Zbtdlk?t=90)

## / EDUCATION AND TRAINING

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- 2013 **Hackership**, Berlin, DE -- Self-directed, hands-on, full-time code learning programme and master-class for experienced coders, where I focused on learning AngularJS, D3.js and Github.
- 2012 **Creative Technologist Intern** at **Eyebeam Art+Technology Center**, NYC, USA -- Firmware and hardware prototyping of the project "S\*OIL" a human-powered interactive art installation by M. Michails.
- 2010 **BSc in Computer Science and Music Information Technology**, University of Milan, IT -- Thesis project about the design and development of **Synthuino**, a hardware modular system for teaching the basics of electronics and digital sound synthesis to kids.
- 2009 **Content Manager Intern** at **Nokia Music Italy, Milan, IT** -- I helped the Nokia Music team develop practices to get the best music campaigns and in-store Experience for Nokia Music Store Italy.

## / SKILLS AND SPECIALTIES

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### METHODS

Design Thinking, Human-Centered Design, Speculative Design, Information Architecture, Brainstorming, Digital and Paper Prototyping, Diagramming, User Flows, Wireframing, Storytelling, Audio and Video production, Physical Prototyping (Electronics, Laser cutting, 3D Printing), Interviewing, Co-creation, Ethnographic Research, Guerrilla Research, Usability Testing, Metrics

### SOFTWARE

**Visual** / Sketch (Craft, Zeplin), Photoshop, InDesign, Illustrator, Final Cut Pro, Premiere, After Effects, Isadora

**Prototyping** / InVision, Marvel, POP, Proto.io, Origami, Principle, Framer, Omnigraffle, Mockflow, Draw.io, Gliffy diagrams, Keynote

**Audio** / Logic Pro, Ableton Live, Reason, Reaktor, MaxMSP, Pure Data

### CODING

**Web** / HTML5, CSS3, JS, AngularJS, D3.js, React Native, Three.js, jQuery, Bootstrap, Npm, Bower, Web Audio API, PHP, MySQL, Wordpress

**Other** / Arduino, Processing, C++ and Java (working knowledge)

**Version control** / Git, Github, Bitbucket, Sourcetree

### PROJECT MANAGEMENT

Trello, Basecamp, Asana, Buffer, Jira, Confluence, Drive

### LANGUAGES

**Italian** / native speaker

**English** / fluent

**Spanish** / good command

**German** / working knowledge

## / ACHIEVEMENTS AND ACCOMPLISHMENTS

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- 2014 / 2015 **Co-founder and organizer** of the **Physical Computing Club**, A monthly gathering for makers, tinkerers and interaction designers at FabLab Berlin.
- 2012 **Soundcloud prize** at **Audio Hack Day**, Campus Party Berlin, I have created the concept of **CLOUDSYNTH**, the first Soundcloud based synthesizer smartphone app, and built the audio engine on Pure Data.  
> [www.cloudsynthapp.com](http://www.cloudsynthapp.com)

**Talk** about **Glitch Play**, Codemotion Berlin, Glitch Play is a web-based smartphone app for glitch performers. Based on the Web Audio API.  
> [www.cntlsn.com/dev/audio/glitchplay](http://www.cntlsn.com/dev/audio/glitchplay)

- 2011 **First prize** of the **Arduino Camp Hackathon**, Milan, IT -- I have created the concept of "The John Cage Project: a robot that hates noise and looks for silence", and co-wrote the firmware.  
> [bit.ly/john\\_cage\\_project](http://bit.ly/john_cage_project)
- 2011 / 2012 **Interaction / Sound designer of the project "A field is to play"**, concept and prototyping of a sound art installation for the Mazama Residency program, Seattle - USA, exhibited at **Venice Biennale Architettura** in 2012.  
> [www.mazamaresidency.org](http://www.mazamaresidency.org)
- 2010 **Co-Founder and Web Developer** of the "**Trade School Milano**" project, an alternative, self-organized school that runs on barter.  
> [www.tradeschool.coop](http://www.tradeschool.coop)
- External Collaborator** at MIT, Boston, USA -- Hardware assistance on the interactive project "Flyfire" by **Senseable City Lab**.  
> [senseable.mit.edu/flyfire](http://senseable.mit.edu/flyfire)

## / TEACHING

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- 2017 / 2018 **Course leader** at **Fastweb Digital Academy**, Milan, IT -- Courses for professionals about **UX / UI prototyping techniques**, Design methodologies and UX / UI best practices.
- 2015 / 2018 **Visiting lecturer** at **Domus Academy - Master of Interaction Design** (Laureate International Universities), Milan IT -- Intensive course "**From paper ideas to working prototype**", a UX / UI primer about paper prototyping techniques to design mobile apps.
- 2015 / 2016 **Arduino official workshop leader**, Arduino workshops about physical computing and IoT for international events and design schools: **Sónar Barcelona, Maker Faire Rome, Adhocracy Athens, Arduino Day, IoTCon Munich & Berlin, IUAV Venice, RETUNE14 Festival, ThingsCon.**
- 2015 "**Touch the Sound**" workshop leader at **Tasmeem Festival - VCU Qatar**, Intensive physical prototyping workshop about objects and sounds and how we can create unexpected relationships between the two, powered by **Bare Conductive Touch Board**.
- 2013 / 2014 **Workshop leader and curator - Physical Computing track** at **OpenTechSchool**, Berlin, DE -- A distributed community initiative organizing welcoming and inclusive code learning happenings, I wrote a workshop curriculum to teach physical computing to beginners and ran some of the workshop sessions. With support from [Fritzing.org](http://Fritzing.org)
- 2011 **Visiting lecturer** at **Domus Academy - Master of Interaction design** (Laureate International Universities), Milan, IT -- Workshop "**FFF - Form Follows Fiction**", about video prototyping and basic videomaking techniques used as design tools.