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Designer, coder and physical computing tinkerer 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 on both a conceptual and development phase, helping my team to move faster in the process by quickly prototyping ideas. My time off screen is mostly spent turning knobs on self-made noise machines, or playing guitar in front of punk rock kids.

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## / WORK EXPERIENCE

selected works

2016 / 2018

**Lead Design Technologist** at **WeMake**, Milan - ITA, Design strategy co-lead of the EU project OpenCare, a design-driven research on prototyping open source hardware and software solutions for healthcare  
> [vimeo.com/162811723](http://vimeo.com/162811723)

2015 / 2016

**Senior Interaction Designer** at **Relayr.io**, Berlin - GER, UX / UI research and prototyping of IoT based products, apps and dashboards. Clients: Bosch, Siemens, Cisco

2014 / 2015

**Senior Design Technologist** at **ToDo Design**, Turin - ITA, UX / UI design and frontend 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 and Maker in-house** at **How.Do**, Berlin - GER, UX / UI / Frontend development and tutorials design for the smartphone app How.Do  
> [vimeo.com/197197197](http://vimeo.com/197197197)

2012

**Design Technologist** at **Accurat**, Technology research and development of Information Design projects, and cross-platform and touch-ready Data Viz

2009 / 2011

**Interaction Designer** at **Interaction Design Lab**, Milan - ITA, 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

2006 / 2011

**Freelance Sound Designer**, Music and foley production for commercials and promo videos. Clients: Peugeot, Ferrero, Iveco, Ericsson  
> [vimeo.com/43303044](http://vimeo.com/43303044)

## / EDUCATION AND TRAINING

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- 2013 **Hackership Batch-0**, Berlin - GER, 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 - ITA, 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 **Intern** at **Nokia Music Italy**, Milan - ITA, Music editor assistant organizing weekly music charts, and as backend editor of the Nokia Ovi Music Store

## / 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** / mother tongue

**English** / fluent

**German** / basic knowledge

## / ACHIEVEMENTS AND ACCOMPLISHMENTS

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- 2014 / 2015 **Co-founder and organizer** of the **Physical Computing Club**, 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. Runs on iOS, based on the Web Audio API and work by Tiffany Conroy  
> [www.cntlsn.com/dev/audio/glitchplay](http://www.cntlsn.com/dev/audio/glitchplay)

2011 **First prize** of the **Arduino Camp Hackathon**, Milan - ITA, 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 - ITA, 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 - ITA, 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 - GER, 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 - Italy, for the workshop "**FFF - Form Follows Fiction**", about video prototyping and basic videomaking techniques used as design tools