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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

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
> opencare.cc

2015 / 2016

Lead 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 front-end development of the projects: Arduino Create, Arduino.cc Website, Arduino Reference, Arduino TRE, Intel Galileo Starter Kit
> create.arduino.cc

2013

Interaction Designer at **How.Do**, Berlin - GER, UX / UI / Frontend development and tutorials design for the smartphone app How.Do
> vimeo.com/197197197

2012

Design Technologist at **Accurat**, Technology research and development of Information Design projects, and cross-platform, mobile-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
> youtu.be/JnEN7Zbtdlk?t=90

2006 / 2011

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

/ EDUCATION AND TRAINING

- 2013 **Hackership**, 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 **Product Manager Intern** at **Nokia Music Italy**, Milan - ITA, I helped the team develop practices to get the best music campaigns and in-store Experience for Nokia Music Store Italy.

/ SKILLS AND SPECIALTIES

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

Spanish / basic knowledge

German / basic knowledge

/ ACHIEVEMENTS AND ACCOMPLISHMENTS

- 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

Talk about **Glitch Play**, Codemotion Berlin, Glitch Play is a web-based smartphone app for glitch performers. Based on the Web Audio API and work by Tiffany Conroy
> 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

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

2010 **Co-Founder and Web Developer** of the "**Trade School Milano**" project, an alternative, self-organized school that runs on barter
> www.tradeschool.coop

External Collaborator at MIT, Boston - USA, Hardware assistance on the interactive project "Flyfire" by **Senseable City Lab**
> senseable.mit.edu/flyfire

/ TEACHING

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

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