

**DATA**portfolio: [www.alessandrocontini.it](http://www.alessandrocontini.it)e-mail: [info@alessandrocontini.it](mailto:info@alessandrocontini.it)

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**SUMMARY / OBJECTIVES**

A multimedia designer who switched to interaction design because of passion. Guided by curiosity I've always had a natural attitude toward questioning function and usability, complex system analysis and creative problem solving.

I love working in creative and multifaceted environments where I can contribute both on a conceptual and development level. Learning by doing, facing failure and collaborating with passionate people is always a plus.

**/ WORK EXPERIENCE**

selected works

2011

**interaction / sound designer on the project "A field is to play"**, a sound art installation for the **2011 Mazama Residency** program, Seattle - USA  
> <http://www.afieldistoplay.cc>

**producer of the interaction design installation PixMob** by Eski studio, for the Mediamarket 25<sup>th</sup> anniversary meeting in Milan - Italy, client Sinergie

**co-founder, coordinator and web developer on the "Trade School Milano" project**, a school based on barter in Milan - Italy  
> <http://milano.tradeschool.it>

**sound designer** of the online video advertising campaign for the inaugural event of the **"Design Royale" project** during Milan Design Week, client Design Royale

**external collaborator at MIT** (Massachusetts Institute Of Technology), Boston - USA, on the project "Flyfire" by **Senseable City Lab**

2010

**video editor at Interaction Design Lab** of the video Elio Fiorucci's career, a presentation for the World Expo 2010 Shanghai, client Elio Fiorucci

**interaction designer at Interaction Design Lab** on the sound art installation "Doha memories", a prototype for an oral museum of Qatar culture, client Virginia Commonwealth University, Doha - Qatar

**interaction designer at Interaction Design Lab** on the project "Plartouch", development of a mobile and touchscreen web-based application for the PLART Museum

2009

**interaction designer at Interaction Design Lab** on the project "My Doctor @ Home" an interactive installation to explain a new service for home hospitalization programs, at "Festival della Scienza" science fair, Genoa - Italy

## / TEACHING

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- 2011
- guest lecturer at Politecnico di Milano** (Polytechnic University of Milan), **for the seminar "Arduino: an introduction to physical computing"**, Design department in collaboration with Polimi Physical Computing Lab
  - collegiate professor of Interaction Design at NABA** (Laureate International Universities), Design department, Milan - Italy
  - visiting instructor at Trade School NYC**, New York - USA, **for the workshop "Arduino synth orchestra"** about the making of minimal sound synthesizers with electronics recovery
  - visiting lecturer at Domus Academy - Master of Interaction design** (Laureate International Universities), Milan - Italy, **for the workshop "FFF - Form Follows Fiction"**, about basic videomaking techniques as design tools
- 2010
- visiting lecturer at NABA, for the intensive course "100 ways to sense the city"**, a physical computing workshop about Arduino, Processing and Pure Data
  - guest instructor at Làbora for the "Làboramos musique" workshop**, about multitrack recording and music production, final exhibition of students' projects at Triennale Bovisa Museum during Milan Design Week

## / EDUCATION AND TRAINING

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- 2010
- BSc in Computer Science and Music Technology**, Università degli Studi di Milano, with a thesis on the development of an hardware modular system for teaching the basics of electrical and digital sound synthesis
- 2009
- internship at Nokia Music Italy** as music editor assistant organizing weekly music charts, and as backend editor of the Nokia Music Store
  - physical computing workshop about Arduino**, lecturer Massimo Banzi, founder of the Arduino project

## / SKILLS

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### LANGUAGES

**Italian** / mother tongue  
**English** / fluent  
**German** / basic-intermediate

### SOFTWARE

**Visual** / Photoshop, InDesign, Illustrator, Final Cut Pro, Isadora  
**Audio** / Logic Pro, Ableton Live, Reason, Reaktor, Traktor, MaxMSP, Pure Data, and a ton more DSP, sound editing, multitrack recording softwares  
**Other** / Omnigraffle, Mockflow, Microsoft Office, iWork

### PROGRAMMING

**Web** / HTML, CSS, PHP, MySQL, Js, CMS (Wordpress)  
**Other** / Arduino, Processing, Java