

# Alessandro Bocquet UX/UI Designer

Milan, Italy | [contact@alessandrobocquet.fr](mailto: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.

## Experiences

### UX/UI Designer (Intern) JAKALA - Italy

February–July 2026

- Designed UX/UI solutions for a major retail banking client within a cross-functional consulting team
- Worked in an agile consulting workflow, presenting design decisions to stakeholders
- Collaborated with product and development teams to deliver user-centered digital interfaces

### Visual Experience Design (Intern)

June–July 2024

#### Museum für Islamische Kunst (State Museum Berlin) - Germany

- 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)

June–July 2021

#### Archivio Storico Olivetti Ivrea - Italy

- 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)

April 2018

#### Museum für Islamische Kunst Berlin (State Museum Berlin) - Germany

- *Designed touch-interactive media for a photography exhibition*
- *Focused on harmonizing visual language with curatorial storytelling*

## Education

### Politecnico di Milano - Italy

September 2024 - Now

Master in Digital and Interaction Design

*Selected for the Venture Design course of the Politecnico di Milano and the Massachusetts Institute of Technology (MIT)*

### Université de Strasbourg - France

2021–2024

Bachelor degree in Digital Design

### Lycée français de Berlin - Germany

2018 - 2021

French Baccalauréat & German Abitur (Secondary school diplomas)

## Design Stack

### Design creation

Figma

Protopie

Framer

Notion

Photoshop

Premiere Pro

Illustrator

HTML/CSS

### UX Process

Usability testing

Wireframing

User flows

Heuristic evaluations

Card sorting

Accessibility Testing

Data Driven Design

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