



Alessandro Cavallotti

I'm a **UX designer** and **Software Developer** with experience in both enterprises and startups. I design and build for web, desktop and mobile applications, with a current focus on **AI-powered** solutions.

Contacts

Email: cavallotti.alessandro00@gmail.com

Mobile: +39 3341813496

Portfolio: alessandrocavallotti.com

Linkedin: [/in/alecava/](https://in/alecava/)

Experience

Air Liquide - UX Designer Intern

03/2024 - 09/2024

La Digital Factory, Paris, France

- Led international user research by conducting semi-structured interviews and observations with 10 employees in Italy, Spain and France, identifying 10 critical usability issues in internal applications.
- Synthesised user feedback and conceptualized solutions that were incorporated into the product roadmap.
- Designed and build the UI of an internal Generative AI chatbot in Angular, bridging UX Design and Development.
- Informed Air Liquide's design system strategy by analysing over 50 design systems against 30 key metrics.

Junto Innovation Hub - Full Stack Developer

04/2021 - 03/2023

Modena, Italy • Hybrid

- Developed end-to-end features for Niipy.com using Django, PostgreSQL for backend and responsive CSS frameworks for frontend, ensuring seamless desktop and mobile experiences.
- Translated Adobe XD prototypes into production-ready code, maintaining high-fidelity design implementation while ensuring cross-browser compatibility.
- Architected and integrated database schemas and RESTful APIs to support new product features and user interactions.

Freelancer - Mobile Application Developer

03/2020 - 04/2021

Remote

- Delivered two high quality mobile applications for clients within six months, resulting in a combined 15,000 downloads within the first three months of launch.
- Utilized Flutter for cross-platform functionality and implemented Agile methodologies to deliver both projects on time and within budget.

Education

EIT Digital Master in Human Computer Interaction and Design

09/2023 - 09/2024

Université Paris-Saclay • Orsay, France

EIT Digital Master in Human Computer Interaction and Design

09/2022 - 06/2023

Universidad Politécnica de Madrid • Madrid, Spain

Bachelor's degree in Computer Engineering (Erasmus)

09/2021 - 06/2022

Warsaw University of Technology • Warsaw, Poland

Bachelor's degree in Computer Science

09/2019 - 10/2022

Università di Modena e Reggio Emilia • Modena, Italy

Selected Projects

[Visit the portfolio for more projects...](#)

[Weko](#) - AI The AI agent for sustainable productivity

12/2024 - Present

- Conducted user research with 30 remote workers to identify key pain points in digital workspace management.
- Prototyped the solutions based on survey insights for optimal remote working experience.
- Built full-stack MVP using Next.js and Firebase, incorporating user feedback into feature development.

[Tune Crafter](#)

09/2023 - 10/2023

- Developed gesture-controlled music creation web app using Vite.js and MediaPipe for hand tracking.
- Designed and deployed intuitive gesture controls based on user interaction research.
- Achieved 20 monthly active users, tracked through Google Analytics.

Languages

Italian, Native

English, Professional (C1)

Spanish, Conversational (A2)

French, Basic (A1)

Technical Skills

User Research

Semi-structured interviews, Observations, Usability Testing

Design

Interaction Design, Prototyping (Hi-Fi/Lo-Fi), Design Systems

Tools

Figma, Adobe XD, Photoshop

Frontend

HTML5, CSS3, JavaScript/TypeScript, Angular, React, Responsive Design

Backend

Python, Django, PostgreSQL, Firebase, REST APIs, Authentication Systems

Mobile

Flutter, Android, Cross-platform Development

Soft Skills

Adaptability

Project Management

Problem Solving

Teamwork

Design Thinking