

## Contact

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# Massimiliano Rutigliano

Head of Digital, UX / UI Designer, Project Manager  
Magenta, Lombardia, Italia

## Riepilogo

Currently, I hold the role of project coordinator in the development of digital initiatives focused on creating surgical simulators, both physical and virtual.

The simulators we develop are highly complex, offering an unprecedented level of realism. This not only provides new surgeons with an effective learning environment but also serves as a valuable tool for medtech companies to demonstrate the effectiveness of their surgical instruments.

Additionally, my expertise and role have enabled me to ascend to the position of head of the digital production and prototyping department. In this capacity, I oversee the development and optimization of internal IT tools aimed at precise control and streamlining of research and production processes.

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## Esperienza

### UpSurgeOn

Head of Digital

ottobre 2022 - Present (1 anno 5 mesi)

Assago, Lombardia, Italia

I coordinate the development of digital projects that give life to simulators in the surgical field, both physical and in virtual reality. The simulators developed are extremely complex and guarantee a very high degree of realism which allows new surgeons to face an effective learning path and medtech companies to have valid support to demonstrate the efficacy of the surgical instruments they produce.

### Casa della Centralina

Digital Transformation Manager

agosto 2020 - maggio 2022 (1 anno 10 mesi)

Legnano, Lombardia, Italia

As the head of development for a complex DPM solution, I successfully led and coordinated the implementation of an integrated system involving all

company departments, including administration, production, warehouse management, and customer support. My role included analyzing and overseeing the company's digital transformation, effectively computerizing every process and seamlessly integrating with third-party solutions related to invoicing and accounting.

The result of my work was a significant increase in company productivity through the development of an advanced platform.

## Isobar

### CX Leader

novembre 2019 - aprile 2020 (6 mesi)

Milano

As a CX Leader at Isobar, I led a multidisciplinary team consisting of User Experience (UX) specialists, graphics designers specialized in User Interface (UI) creation, and Front-End and Back-End developers. My primary responsibility was to ensure seamless user experience through in-depth analysis of customer needs and implementation of innovative digital strategies.

During my tenure, I conducted AS-IS analyses to thoroughly understand customer needs and proposed new digital strategies to optimize user experience. I coordinated the development of tailored digital solutions, including websites, portals, and mobile applications, on behalf of high-profile companies. My role required close collaboration with clients to ensure the proposed solutions met their needs and expectations.

## Medialab Srl

4 anni 9 mesi

### Senior Media Designer, UX & UI Specialist, R&D

marzo 2015 - novembre 2019 (4 anni 9 mesi)

Novara

Media Designer involved in digital tools graphics and concept development for Iper La grande I, Mitsubishi Motors, Ssang Young, Fiera Milano, Slowear, BTicino, Electrolux, AEG

### Project Manager

marzo 2015 - novembre 2019 (4 anni 9 mesi)

Novara, Italia

Responsible of project delivering by distributing and organizing tasks to a group of employees.

Also responsible of establishing client continuous communication in order to provide and receive feedback during project development, anticipating client requests and providing fitting solutions.

### Aviotrace Swiss SA

3 anni 5 mesi

#### Lead LMS programmer

novembre 2011 - marzo 2015 (3 anni 5 mesi)

Responsible for developing LMS software solutions for the training of aeronautical technical personnel

#### Chief Instructor

novembre 2011 - marzo 2015 (3 anni 5 mesi)

Mendrisio

AMTO Part 147 Training Manager, Instructor and Examiner (EASA Form 4)

Chief Instructor

### Neos sas

5 anni 4 mesi

#### Training Software Solutions Lead Programmer

gennaio 2009 - dicembre 2011 (3 anni)

Gallarate

Responsible for developing training software solutions (TSS) for aeronautical technical personnel (NH90 Helicopters, Finmeccanica AgustaWestland)

#### Multimedia Manager, Programmer, R&D

settembre 2006 - dicembre 2011 (5 anni 4 mesi)

Gallarate

Responsible for the development of software solutions aimed at generating interactive manuals for industrial machinery and aircraft (Finmeccanica AgustaWestland, Zoppas)

### IED Istituto Europeo di Design

#### CG Animation Instructor

ottobre 2007 - luglio 2009 (1 anno 10 mesi)

Milano, Italia

The course formed professional specialized in the creation, modeling and animation of objects, characters, environments and effects, completely created with 3D technology.

4mmg

Multimedia Manager & Programmer  
2003 - 2006 (3 anni)

Comunicazione & Immagine S.r.l.  
Multimedia Developer  
1996 - 2003 (7 anni)

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## Formazione

IED Istituto Europeo di Design  
Programmatore App iOS, Corso di programmazione finalizzato allo sviluppo di app iOS · (2011 - 2011)

IED Istituto Europeo di Design  
Media Design, Corsi Triennali Post Diploma

Università Cattolica del Sacro Cuore  
Analista Programmatore, Corso biennale post diploma

Università degli Studi di Milano  
Laurea breve in Scienze e Tecnologie Informatiche, Scienze e Tecnologie Informatiche

Collegio Rotondi  
Diploma conclusivo di istruzione secondaria superiore, Liceo Scientifico