

Filippo Cenacchi
Ph.D. Researcher & Product Manager
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PERSONAL SUMMARY

Ph.D. candidate in Computer Science and seasoned product manager with over five years of international experience at the intersection of SaaS and academic research. A fast and curious learner with a detail-oriented approach, I've led end-to-end HCI studies designing experiments, overseeing logistics, and performing rigorous data collection and analysis to drive prototype refinements and ethical guidelines for VR/Metaverse applications. I excel at translating complex research findings into clear requirements and product roadmaps, managing backlogs, validation, execution, and tracking in both lab and industry settings. I'm an analytical thinker who champions user-centred design, thrives in ambiguous, fast-paced environments, and consistently delivers actionable insights grounded in data.

PROFESSIONAL EXPERIENCE

CTC QUEENSLAND

Assistant Researcher

Sydney, AU

March 2024 – January 2025

- Led the end-to-end HCI research collaboration with the Construction Training Centre of Queensland, overseeing logistics, data collection and analysis; orchestrating high-participation usability evaluations; authored HCI research reports on an iPad-based EWP training app, for targeted prototype refinements.

META & MACQUARIE UNIVERSITY

Researcher

Sydney, AU

February 2024 – January 2025

- Developing pioneering ethical VR products for a partnership project between Meta & Macquarie University VR labs defining new recommendations for establishing industry-wide ethical standards for Metaverse applications (\$55k budget managed).
- Conducting user-to-user virtual communication investigations, gaining hands-on experience in shaping ethical products and virtual interfaces.

GENVALUES

Product Manager

Stockholm, SE

October 2022 – January 2024

- Conducted in-depth analysis of over 15 daily user insights, resulting in a 25% increase in user satisfaction of the company platform.
- Led 5 product discovery initiatives raising over \$2.5 million in series A funding round, resulting in the establishment of a leading 5-member product team under my management that shaped a 40% increase in B2B product sales in the following three quarters.

IAMP

Associate Product Manager

Stockholm, SE

March 2022 – September 2022

- Coordinated strategic MVPs development and implementation for 17 new product features in collaboration with multiple Fortune 500 companies, including a demo version of the platform, allowing for a completely automated customer acquisition process.
- Designed, executed and optimized automatization of most time-expensive processes concerning platform use, converting increased efficiency into a 35% time cut in overall customer support costs; led to 20% increase in ROI compared to the previous year.

WUERTH PHOENIX

Project Manager

Bolzano, IT

June 2021 – March 2022

- Shaped new product innovation strategy integrating low and no coding technologies to allow 80+ clients to shape and take ownership of the design and functionality of their internal software applications; managed the development and testing of 30+ new low-code tools.
- Designed 14+ training and peer-mentoring programs for new developers using a new performance analysis model within Microsoft Finance and Operations, reducing onboarding time for new hires by 50%.

SMART VR LAB

VR Project Manager/ Developer

Amsterdam, NE

March 2020 – June 2021

- Led evaluation and selection of new CRM system; spearheaded a cross-functional team (technology, business development, management) to implement 35+ new platform features; successful adoption reducing customer acquisition costs by two folds.
- Developed 10 novel products, within the field of MedTech, to achieve rebranding of the company platform increasing retainment by 47%.

EDUCATION

Macquarie University

Doctorate in Computer Science

Sydney, AU

2025-2028

- Leading Macquarie University's Metaverse Lab, pioneering interdisciplinary humanoid-driven early disease detection research.

Paris Saclay University

Master of Science, Major: Situated Interactions; Minor: Innovation Management (Excellent with Honors)

Paris, FR

2023-2025

- Conducted several IT projects combining human aspects (cognitive and physical) with technical and business requirements.

Royal Institute of Technology

Master of Science, Major: Human Computer Interactions; Minor: Innovation & Entrepreneurship (Excellent)

Stockholm, SE

2022-2024

- Broadened my education with interdisciplinary courses outside and within the mandatory program focusing on human centred design, generative AI and business administration/management.

University of Bolzano

Bachelor of Engineering, Major: Computer Science; Minor: Computational Mathematic (90/110)

Bolzano, ITA & Helsinki, FI

2019-2022

- Completed one-year Erasmus study abroad at University of Helsinki (undertaking only master level courses).
- Gained expertise on Computational Math and Software Engineering studying courses taught in Italian, German and English.

TOOLS

PM: Jira, Trello, Confluence, Intercom, Asana, Miro, Pendo, PowerPoint, Figma, ProductBoard, Qualtrics, Tableau
Data Analysis: Excel ([Certified](#)), Power BI, SPSS, NVivo
Software Dev: Webflow, Python, Java, Scrum ([Certified](#))

SKILLS

- Strong leadership and adaptive problem-solving
- Reliable under pressure and accountable
- Advanced strategic management ability ([Certified](#))
- Effective communication and storytelling ([Certified](#))
- Budgeting and scheduling projects ([Certified](#))

RELEVANT PUBLICATIONS

- Perceptions of Facial Misrepresentation in Virtual Reality: An Ethical Analysis. **Ethics and Information technology** 2025.
- Virtual reality and work: Ethical and inclusion implications of facial representation in VR. **JSIS** 2024

VOLUNTEERING

- Trilingual IT Education for Children | **Juvenes**
- Volunteering and Community Service | **Agesci**