

WILLIAM GAJDA

PRODUCT ENGINEERING DEVELOPMENT LEADER

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SUMMARY

Product Engineering Development Leader with over 15 years of experience in consumer products. Proven track record in launching innovative products and leading successful project teams. Skilled in collaborating with stakeholders and driving product innovation from concept to market. Passionate about exploring new opportunities and transforming ideas into reality.

SKILLS

PROFESSIONAL SKILLS Leadership, Development Strategies, Driving Innovation to Market, Developing Top Talent, New Product Development (NPD), Research & Development (R&D), Technical Execution, Engineering Management, Project Management, Cross-Functional Collaboration, App Development, Contract Manufacturing (Asia & North America), Vendor/Supplier Sourcing, Consumer Product Experience, Budget Planning and Ownership.

TECHNICAL SKILLS SolidWorks (SW), Autodesk Fusion 360, openBOM, Arena (bom.com), Altium, MS Office, MS Project, Adobe Photoshop, Monday.com

WORK EXPERIENCE

DIRECTOR OF ENGINEERING Quickfitting Holding Company | East Providence, RI | June 2022 – Sept 2024

- Directed a team of Engineers (including one Engineer based in China) focusing on the technical execution of new and existing product portfolios.
- Successfully launched a new 'Push-To-Connect' plumbing fitting line in new materials, which is an industry first and provided company a strategic sales advantage.
- Developed a new patented plumbing press fitting concept, which provided a visual confirmation of proper installation from ideation and through regulatory approvals, and manufacturing.

DIRECTOR OF ENGINEERING Bigbelly Solar, LLC | Needham, MA | Dec 2019 – May 2022

- Oversaw a 6-person team that included Software, Electrical, and Mechanical Engineers.
- Responsible for the entire product portfolio (mechanical and digital products) development strategy and technical execution.
- Partnered with strategic domestic and international suppliers to ensure performance and quality standards were met.

DIRECTOR OF ENGINEERING (CONSULTANT) Macon & Associates | Cranston, RI | Dec 2017 – Nov 2019

- Spearheaded the product development of Fixed Wing Industrial Flying Drone components for a Google-funded initiative.
- The development process included CAD design and review, materials, and manufacturing research, and prototyping to meet client's requirements.

SENIOR DIRECTOR OF ENGINEERING (iPLAY TEAM) HASBRO, Inc. | Pawtucket, RI | 2014 – Nov 2017

- Led a 5-person team of Product Development Engineers focused on physical and digitally integrated play experiences (DropMix Music Game, Marvel HeroVision, and Furby).
- Managed multiple internal and external technical resources both domestically and in the Far East (Hong Kong) to deliver product innovation.
- Successfully introduced new technologies into existing platforms (NFC in DropMix, LED Displays in Furby)
- Played a key leadership role in a cross-functional team, including Design, Marketing, and Project Management that created the vision for the development strategy.

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ENGINEERING DEVELOPMENT LEADER

SENIOR DIRECTOR OF ENGINEERING (KRE-O / NEWPORT TEAM)

HASBRO, Inc. | Pawtucket, RI | 2012 – 2014

- Provided Engineering Leadership to a newly formed team tasked with developing new consumer experiences in two critical strategic businesses (construction toys and 3D printing).
- Played a key role in identifying, evaluating, and selecting potential OEM Asia Vendors.

SENIOR DIRECTOR OF ENGINEERING (GAMES TEAM)

HASBRO, INC. | Pawtucket, RI & London, UK | 2012 – 2012

- Joined a management team tasked to bring product innovation to the underperforming \$1B board game business.
- The team included Engineering, Design, and Marketing senior-level professionals and assumed responsibility for all aspects of development activities.
- Spearheaded all engineering development responsibilities for a 17-person team of Engineers based in both Pawtucket, RI and London, UK offices.

DIRECTOR OF ENGINEERING (MECHATRONICS TEAM)

HASBRO, Inc. | Pawtucket, RI | 2008 – 2010

- Managed a 3-person team with the directive to bring 'Mechanized Technology' Innovation to strategically important franchise brands in the Hasbro portfolio (Transformers, Baby Alive, and Tiger Electronics).
- Established a 'Technology Mining' process to evaluate new trends and technologies to create new and exciting consumer experiences.

ENGINEERING MANAGER (NERF TEAM)

HASBRO, Inc. | Pawtucket, RI | 2004 – 2007

- Started as the only Product Development Engineer focused on NERF blaster and sports categories which represented around \$25M in sales.
- Through innovative mechanism development and material innovation, both categories grew to almost \$500M combined.
- I built a highly effective and creative engineering team of 5 engineers from the ground up.

SENIOR PRODUCT ENGINEER (FIRST FUN TEAM)

HASBRO, Inc. | Pawtucket, RI | 2001 – 2003

- Provided technical execution support for the Playskool brand, including product costing, and meeting all necessary federal and global standards for preschool products with an age grade of 3 years or below.

PRODUCT ENGINEER

OddzOn, Inc. | Napa, CA | 1999 – 2001

- Was part of a small team that relaunched the classic brand of TinkerToys in wood materials.
- Responsible for specification packages, costing, and meeting safety standards.

PROJECT ENGINEER

DevTech, Inc. | Amherst, NH | 1997 – 1999

- Designed plastic beverage containers (made of PET) that were manufactured using the injection blow molding process.
- Provided CAD design support for assigned projects and assisted the prototyping trial phase.
- Lead training PET 101 design course for clients to teach design for manufacturing basics.

PRODUCT DEVELOPER (COURT TEAM)

New Balance, Inc. | Lawrence, MA | 1995 – 1997

- Member of the Court Shoes Category (Basketball, Tennis and Cross Trainers) development team that designed and fully developed athletic footwear.
- Provided full specification packages and all technical documentation to Asia vendors.

EDUCATION

BACHELOR OF SCIENCE MECHANICAL ENGINEERING | University of Massachusetts at Lowell, MA

COMPUTER MATHMATICS MINOR | University of Massachusetts at Lowell, MA