Paul Kelley

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Product and engineering manager with a track record of technology and product development. Well versed in the NPI process, and demonstrated ability to bring new technologies to market.

APPLE / Sr. DISPLAY ENGINEER / 2018 - PRESENT

▸ Define, develop and qualify display and related technologies for Apple Watch and iPhone products.

EERO / PRODUCT MANAGER - HARDWARE / 2016 - 2018

▸ Lead the development of eero's second generation line of wifi systems from concept to production, which included; definition of product requirements, industrial and product design, prototyping and engineering builds with a cross-functional technical team and contract manufacturer.

▸ Investigate new technologies, develop the hardware roadmap, and lead the definition of future products thru need finding, experience definition, and creation of product requirements.

▸ Hired and manage a team of product managers with responsibility to execute on the company product roadmap.

▸ Recruit and interview senior hires across engineering, including; product design, electrical engineering, software, manufacturing, reliability, and operations.

APPLE / ENGINEERING PROGRAM MANAGER / 2009 - 2016

▸ Managed cross-functional teams in the development of new display technologies for iPod, iPhone, and Apple Watch products.

▸ Led large teams through design, development, and launch of Apple's first; OLED display, and retina display with in-cell touch sensor.

▸ Hired and managed a team of 6 program managers. Established a common mindset within the team to inspire, develop, and motivate them to do their best work.

▸ Strong understanding of manufacturing processes and supply chain logistics. Experienced in managing deep (2nd or 3rd tier) supply chain due to custom product requirements.

- Developed new processes and documentation to articulate readiness and status of new technology, as well as the design, build, and validation phases of development.

- Cultivated relationships between various Apple teams, as well as between Apple and vendors, to improve the effectiveness of development.

3M / OPTICAL & APPLICATIONS ENGINEER / 2004 - 2009

- Supported mobile LCD business through technology scouting, product development, idea creation, trouble-shooting, data driven sales, display analysis, and building customer relationships.

- Led engineer to engineer discussions with set makers, such as; Apple, Nokia, Motorola, and Samsung, that led to adoption of 3M products into devices such as cell phones, MP3 players, and digital cameras.

- Drove teams to execute under aggressive timelines and expectations

- Lead optical design and characterization of polymer based antireflection coating project.

- Managed multiple product development efforts, providing direction and feedback for the progress of new product introductions.

Education

UNIVERSITY OF MINNESOTA - TWIN CITIES / B.S. PHYSICS

Skills & Expertise

Product Development

Engineering Management

Consumer Electronics

Product Design & Manufacturing

Data Visualization