

RYAN WILSON

SENIOR PACKAGING ENGINEER

PROFILE

I am a highly creative packaging design expert with more than a decade of experience designing packaging solutions for fast paced, high complexity global brands. I have a proven track record of delivering forward-thinking, consumer focused designs that are affordable, sustainable, and help drive overall product success.

CONTACT INFO



Phone

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Portfolio

www.ryanwilsonpackaging.com

SOFTWARE SKILLS

Esko ArtiosCAD

Keyshot

Solidworks

Adobe Creative Suite

TOPS/CAPE

PROFESSIONAL SKILLS

Concept Development

Cross Functional Collaboration

Leadership

Technical Problem Solving

WORK EXPERIENCE

Sr. Packaging Engineer Hasbro // Remote

April 2022 - Present

In my current role, I spearhead packaging development & design strategies that span the entirety of Hasbro's portfolio of brands, which involves not only managing cross functional input but also presenting findings, concepts and recommendations directly to executive leadership. These initiatives encompass the entire packaging development process, from new concept development technologies, package cost optimization as well as driving efficiencies and supporting our manufacturing partners. In addition to leading these larger company initiatives, I handle package design engineering duties for the Star Wars brand as well as HasLab, our high-end direct to consumer sub brand, along with supporting any new business opportunities with packaging conceptualization. These responsibilities include overseeing the entire packaging process from design conceptualization, physical & digital prototype development, performance testing, material selection, cost down exercises and manufacturing support for global vendors. This role also includes managing direct reports as well as mentoring less experienced colleagues.

Packaging Engineer Hasbro // Pawtucket, R.I. / Remote

2016-2022

Create innovative packaging for global toy brands, including Star Wars, GI Joe, & more. Includes creating packaging specification drawings and BOM's, developing innovative concepts, creating 2D dielines & 3D models and renders, leading cost reduction exercises, and working directly with cross functional partners both domestic and abroad. Other responsibilities include mentoring and managing junior level colleagues.

Associate Packaging Engineer Hasbro // Pawtucket, R.I.

2013-2016

Complete all packaging engineer duties with some supervision from senior colleagues. Traveled to Hong Kong as the sole department representative during sign off meetings with vendors & Senior Leadership in 2014.

Packaging Engineer Intern Hasbro // Pawtucket R.I.

2011-2012

EDUCATION HISTORY

Bachelors Of Science Rochester Institute of Technology

2008-2013

Rochester, NY

- Majored in Packaging Science

AWARDS

2018 Rising Design Star BrandPackaging Magazine

June 2018

"BrandPackaging honors the top package designers of the year who are making an impact on clients and consumers while making a name for themselves."