

Karl Janowski

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MBA

Electrical Engineer



WORK SUMMARY

I have 12 years of product development experience in the audio electronics industry, working for Shure. During that time I had four different roles, and currently I'm a Senior Project Manager for a wireless group that focuses on professional audio applications. The projects I oversee have multi-million dollar budgets which are a significant portion of Shure's revenue plan. Within my ventures, I have a strong history of international co-development, working with both design and manufacturing teams from around the world.

EMPLOYMENT HISTORY

Senior Project Manager, Shure 2011-current

- Responsible for: product development plan, budgets, product cost, ship date, global compliance, corporate compliance, team communications, and decisions. Work closely with marketing and operations divisions
- Launched Shure's PSM1000 wireless system in 2011, as well as products: UR5 and P9RA
- Worked with outsourcing partner to launch Shure first rechargeable battery system
- Manage suppliers in Asia and engineers in Shure's Suzhou (China) plant. Currently spend several weeks a year in China, and several nights a week on calls
- Represent the development team and product, both through internal showings and at trade shows

Project Manager 2007-2011

- Launched Shure's PSM900 wireless system in January 2010, which was used by "The Who" at Super Bowl XLIV
- History of doing things a new way; My team has a large "First-time-this-was-done-at-Shure" list
- Launched Shure's I2CM earphone in AT&T stores for the launch of the iPhone in the Summer of 2007

Project Systems Engineer 2005-2007

- Engineering Leadership position, designed to help organize the engineering work at the beginning of a project and as a technical lead to Project Managers
- Responsible for managing the product requirements, and working with marketing on product tradeoffs
- Communicated product requirements with outside design partners
- Involved with the startup of 12 new products within 3 years

Senior Embedded Development Engineer 2002-2005

- Lead embedded software engineer on Shure's UHFR project, a three-year product development effort
- Designed and implemented an object-oriented, multi-tasking application and network protocol
- Designed Shure's first Ethernet and USB enabled product
- Product won design awards and was used by the Rolling Stones at Super Bowl XL

Audio Circuitry Development Engineer 1999-2002

- Analog and Digital Circuitry development engineer on several Shure product development teams
- Worked on Shure's P4800, a DSP based audio processor
- Worked with German engineering development team to develop Conference One system

EDUCATION

MBA, Kellogg School of Management, Northwestern University, 2010

- Focus: International Business, Finance, and Marketing

Bachelor of Science, Electrical Engineering, University of Illinois, 1999

- Focus: Audio, Digital Circuitry

OTHER

- Institute of Electrical and Electronics Engineers member
- Software Engineering Institute, Carnegie Mellon University-Software Architecture and Capability Maturity Model Integrated Certified
- Hobbies include guitar and bass; softball
- Learning Mandarin, have some proficiency in Spanish