



Position: LOCATION-BASED ENT SYSTEMS ENGINEER
Contract: ASAP – FULL-TIME/PERMANENT
Contact: talent@rachelelewis.com

RLT is looking for a **Location-Based Entertainment Systems Engineer** to join a cutting edge, high-end VR company in Los Angeles. This is a growing facility and great work environment with industry vets/professionals. VR projects are diverse and high-profile.

This Role starts ASAP and is a full-time, permanent position with excellent benefits and compensation.

This position requires a hardware engineer with a range of experience in animatronics and motion platforms. They would likely have a background in mechanical and/or computer engineering, and possibly robotics. The LBE Hardware Engineer works with the senior creative team to design, prototype, source, and manage the hardware and affiliated control systems for a variety of location-based experiences. These hardware systems include motion platforms, mechanized props & scenery, haptic devices, and other hardware that are used within the experiences.

RESPONSIBILITIES:

- Design and develop control hardware and man-machine interfaces for interactive VR experiences.
- Collaborate with creative designers, facility designers, mechanical engineers, and software engineers to develop new ride attractions.
- Research new products, technologies, and methodologies for advanced ride systems.
- Direct hardware design efforts and collaborate with engineering professionals to develop and implement control systems.
- Collaborate with attraction development team to define and deliver creative intent.
- Develop implementation plans and budgets for hardware systems.
- Develop and implement mock-ups and prototypes for proof-of concept efforts.
- Perform hazard assessments and failure modes and effects analysis.
- Develop test requirements and documents
- Manage hardware vendors, contractors, and consultants
- Ensure all delivery and performance requirements have been satisfied.
- Oversee the FAT and SAT efforts as related to hardware.

QUALIFICATIONS:

- At least 5 to 10 years of experience with design, engineering, installation, and commissioning of control systems for electromechanical systems
- Extensive knowledge of electrical safety standards and codes

- Highly proficient in industrial control system installation, automation, integration and commissioning
- Experience in fail-safe and safety-related control system design, including design for functional safety
- Extensive knowledge of control processors, components, and communication networks used in multi-processing real-time industrial and/or embedded applications
- Extensive knowledge of motor and motion control methods and components
- Solid understanding of communication technologies/protocols, such as UDP & TCP/IP
- Extensive knowledge and familiarity with amusement and automation industry standards, including ASTM F2291, NFPA 70, and UL508A
- Demonstrated experienced in contractor/vendor management and technical contract documents
- Proficient with engineering design tools, including Solidworks, AutoCAD, and/or Inventor.
- Knowledge of pneumatic controls and devices preferred
- Professional Engineer certification preferred

Required Education

- A minimum of a Bachelor of Science Degree in an engineering field from an accredited university

TO EXPEDITE THE PROCESS, PLEASE SUBMIT RESUME TO talent@rachelelewis.com.

**** If you fit the criteria needed for this position, we will email you with more information and schedule a call.**

**** This work needs to be done in-house, so no remote opportunities.**

**** At this time this client does not have the capacity to hire anyone who does not already have legal right to work in the us.**

Thank you.