

RLT

Rachelle Lewis Talent, Inc
Global VFX & Animation Staffing
Creative/Technical/Production/Executive
rachelelewis.com

Position: LBE DEVICES (ELECTRICAL) ENGINEER
Contract: ASAP – FULL-TIME/PERMANENT
Contact: talent@rachelelewis.com

RLT is looking for a **Location-Based Entertainment Devices (Electrical) 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.

****If you hit 80% of these Job Description duties, please do apply!**

The Devices Engineer focuses on the design, development, and integration of proprietary hardware solutions for use in immersive experiences. This position requires someone with a strong background in electrical and/or computer engineering, and experience with micro-electronics. They will work closely with the creative team and the **Systems (Mechanical) Engineers** in the prototyping, implementation and evolution of technologies that will be used in location-based entertainment experiences and facility infrastructure.

RESPONSIBILITIES:

- Lead system-level architecture modifications and designs in the fields of tracking, RF, haptics, power management, charging, and VR/AR display technologies.
- Design and modification of low power electronic circuits for portable battery-powered devices
- Support next-generation hardware and product R&D
- Work with cross-functional teams to develop hardware architecture for next generation systems.
- Design, implement, debug and characterize embedded systems geared for VR/AR.
- Lead new design concepts through exploration, prototyping, development, and full deployment.
- Proactively monitor the reliability and health of current wearable's in production.
- Conceive and develop appropriate analysis and testing methods, hardware, software, and other required tools.
- Collaborate with other team members, including **Systems (Mechanical) Engineering**, software, industrial design and outside partners.
- Show technical rigor and strong documentation skills

QUALIFICATIONS:

- Bachelor's degree in Electrical Engineering, Computer Engineering, or equivalent practical experience.
- 5 years of experience in embedded or mobile system design, hardware architecture, board design, board bring-up and product NPI experience.

- Experience with low power and battery powered embedded mobile designs.
- Experience in design for consumer electronics, mobile devices or wearable devices.

PREFERRED QUALIFICATIONS:

- **Speaking “Mechanical Engineering (ME)” is a plus.**
- Experience in the field of virtual reality or other types of immersive experiences.
- Experience and knowledge of broad range of printed circuit board (PCB) technologies.
- Experience in bringing multiple high-volume products to mass production.
- Design expertise in SoC, memories, power supply, camera, sensors and analog design.
- Programming experience (python, embedded C, javascript)
- Experience with mechanical design software such as Solidworks or Creo/ProE.

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

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**** 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.