

## **Research and Product Development Engineer**

Reporting to the Chief Technology Officer, the Research and Product Development Engineer will work in a multi-disciplinary team developing state-of-the-art, large area, x-ray detector technologies and medical imaging systems. The successful applicant will assume a key role in the development of liquid crystals sub-systems which represent one of the XLV Diagnostics Inc.'s proprietary technologies.

### **Key Job Responsibilities:**

- Participate in the new products development by designing, engineering, prototyping, and releasing into manufacturing liquid crystals based, imaging systems;
- Work within x-ray imaging team to prototype, integrate, and characterize novel, large area, direct conversion detectors;
- Develop and maintaining contacts with technology specific, strategic partners;
- Develop and document Standard Operating Procedures (SOP) for custom device fabrication processes and materials/devices characterization;
- Lead supply chain, manufacturing, and engineering to ensure orderly progression and transfer of design into production;
- Anticipate advanced liquid crystals trends, continuously monitoring and interacting with academic research labs engaged in leading edge liquid crystals and x-ray imaging research in order to recommend new product or research opportunities;

### **Preferred Qualifications**

- Advanced technical degree (M.Sc. or Ph.D.) in Engineering, Physics, Chemistry or Material Science;
- A minimum of three years experience in liquid crystal related materials and fabrication;
- Demonstrated interest and ability in resolving technical problems of significant scope and complexity;
- Ability and desire to work effectively both independently and as a part of a team;
- Proficiency in design, prototyping, building, and testing of complete systems, from initial requirements all the way through to production;
- Ability to thrive in a challenging and fluid work environment; ability to be flexible and adaptable is a must;
- Experience to program in C++, LabView, and Matlab.