

Development Engineer

WaveOptics is a global leader in Augmented Reality (AR) near-to-eye waveguide technology, delivering into the consumer and enterprise space.

The role

- Based in Abingdon, you will be reporting to the head of the development team.
- You will have a good understanding from a design point of view, so a core understanding of nanostructures is a required.
- Part of your role will be interacting and working closely with our waveguide modelling engineers, characterisation and the test teams.
- You will also speak with labs and fabs who can prototype the design.
- Part of the role will be to scour the world for companies who can make these prototypes quickly.
- You will be engaging with manufacturers and evaluate the tests yourself, which will involve designing your own tests.
- There is some travel involved when required and at short notice.

What we need to see:

- Previous experience in industry or from a research background.
- PHD in Materials, Optics, Physics would be preferred.
- Experience with process techniques such as E-beam and FIB would be an advantage
- A good understanding of nanostructures, from a design point of view and proven experience designing tests
- Able to work independently and with good initiative.
- Knowledge of standard tools and methods for measurement system automation at lab level including LabView and Matlab.
- Computer literate, ideally with knowledge of programming with C/C++
- Expertise in physical/wave optical modelling and verification techniques (FDTD, RCWA/FMM etc) would be a great advantage.

The company offers competitive salaries and benefits package – but the key reason to join is to be at the forefront of a new, exciting technology with enormous potential for global adoption in the coming years.

To apply to join our fantastic team, please send your CV to c.graham@enhancedworld.com

Closing date: 30th November 2017

Date: November 2017.

WaveOptics Ltd, 99 Park Drive, Milton Park. Abingdon. OX14 4RY.