

Junior Electronics Design Engineer (Casual)

The EEVblog is looking for an enthusiastic casual junior electronics design engineer / lab assistant. This role may suit a current hot shot university or TAFE electronics engineering student with some decent hobby level design skills. It is based in a modern but small office in the Norwest business park in north western Sydney. This is an hourly based casual role up to an average of 30 hours per week work if desired. Hours are flexible, and the ability to work remotely when needed is offered. This need not be a 9-5 role.

The role is expected to be quite fluid based on your skillset. You are expected to be a quick learner, playing with new tools and products will be part of the job. You will be expected to be pro-active in everything you do. It is expected that you would be comfortable being on camera occasionally, and being watched by the public on live lab camera feed. The EEVblog lab is certainly not an anonymous place to work, but that can be part of the appeal.

Only those who are enthusiastic and passionate about electronics design and with a sense of humour need apply. Your hobby background and projects will be vital. I'm interested in what you have done, not what your grades are. You won't be cleaning toilets, but you will be taking out the rubbish. But even taking out the rubbish at the EEVblog can be an adventure.

The role is primarily one of a general lab and design assistant to keep the EEVblog running on a daily basis and to help expand the blog, help produce new products, and enable the production of more content. Professional design skills are not expected of course, but decent hobby level skills are. The role could include but is not limited to:

- Lab organisation and management
- Project experiment investigation and setup for filming of video blogs
- Handling and shipping of orders and associated customer support
- Management of production. BOM's, component ordering, liaison with contract assemblers.
- New product investigation, design, development, testing, and debugging
- Setting up new development tools and products for evaluation
- On-site video production assistance when required
- EEVblog Forum management and website maintenance
- Production of technical text blog content (got any ideas?)

The following technical skills are largely essential:

- General analog, digital, and embedded microcontroller project design.
- Schematic design, PCB layout, and embedded C firmware and PC programming
- Soldering, construction, and prototype debugging skills
- Good written documentation skills. Can you explain technical concepts easily?
- Engineering lab organisation and management
- General IT skills and competency is expected

Any of the following skills are desirable

- Video production (lighting, audio, camera operation) and editing (Sony Movie Studio / Vegas)
- Web programming and IT management skills like php, python, SMF forum management, ecommerce, networking configuration and setup, WHM linux server, any of that that geeky IT stuff will be highly regarded.
- 3D CAD model design
- Hacking
- Dumpster Diving
- Ability to wield a fire extinguisher and Widlarizer hammer.

The EEVblog is a strictly non-smoking environment, and is an equal opportunity employer, but doesn't pay much. You might be financially better off flipping a road Go/Stop sign. But hey, the lab has some cool toys and no sunburn.

Contact eevblog+job@gmail.com if you think you have the chops. Include one of those silly resume thingies, and whatever else you think will score you points.