Optical Engineer – HoloLens

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Microsoft is a world leader in the design of mobile devices. With the addition of Nokia Devices and Services, the Microsoft Devices Group (MDG) was formed to bring together all of Microsoft's 1st party devices into a single integrated effort and to create a family of great devices. This group is responsible for creating world class devices that showcase the finest of Microsoft's digital work and digital life experiences, applying a confluence of the best of Microsoft's applications, operating systems, and cloud services.
Within MDG, the HoloLens team is building the first fully untethered holographic computer, running Windows 10. The truly global team, with development offices in Redmond, Mountain View & Fort Collins in the United States and Haifa, Israel and Espoo, Finland is made of experts pulled from across the world to work on the state of the art technologies that make up HoloLens.

WDG- Microsoft HoloLens Team is continuing to revolutionize consumer electronic devices. The team is that incubated Kinect and profoundly redefined the way people interact with technology is forming a product development team to change the world again! We are growing a team of experienced device product developers, working in a startup environment on redefining experiences with epic technology innovation.

We are developing ground-breaking hardware, software and experiences across computer vision, machine learning, human-computer interaction, and image and video processing, networking and graphics. We will transform our ideas into reality through shipping a first-to-market product.

We are looking for an Optical Engineer to be a part of our team.

Responsibilities:
The position will require creating system conceptual designs, technical leadership skills, innovative design management expertise and a passion for consumer electronic products. Applicant will be responsible for creating complete engineering schedules, tracking tasks against deliverables and project milestones. Solid optical engineering design practice will be required beginning with product specifications, design analyses, risk analysis and contingency plans, design reviews, manufacturability assessments, verification of design durability and reliability. Developing and implementing optical component tests and optical subsystem tests will be required. Applicant must have a strong technical understanding of displays, cameras, detectors and emitters. Applicant must have a solid understanding of radiometry and photometry. Strong analysis skill-set in statistics and tolerancing is required. Fluency with industry standard development tools and related manufacturing processes is required. A strong working knowledge of optical tooling and fabrication methods is required, and applicant will be responsible for creating all relevant and appropriate industry standard documentation to support programs for tooling and manufacturing. Applicant must be able to travel to design and manufacturing locations throughout the world to include Asia and Europe.

Qualifications:
Must have MS or PhD in Optical Engineering
Must have experience with sequential and non-sequential ray tracing programs
Must have experience with Matlab or Labview
Must have hands on experience with optical test and measurement
Must have interest in working on consumer electronics products
Must have excellent spoken and written communication skills
Must be a self-starter
Must have the ability to work in a team

Desired:
Preferred 1-3 years of industry experience
Preferred to have experience with mechanical CAD programs
Preferred to have electronics experience with circuit design, sensors, and emitters