Postdoctoral Research Scientist, Liquid Crystals

Oculus is a world leader in the design of virtual reality systems. We are currently seeking innovative researchers with a passion for technology to conduct research aimed at developing next-generation head-mounted display and imaging systems at our research location in Redmond, WA. This role is focused on topics in liquid crystal optical devices with emphasis on the alignment technology and devices prototyping for prospective applications in virtual reality systems. The position is a fixed-term (postdoctoral) contract for 24 months and requires a PhD in optical science, electrical engineering, physics, or similar, with a strong fundamental background in liquid crystal devices. If you are interested in being considered please email an updated copy of your resume to adam.erickson@oculus.com along with the position you would like to be considered for.

Responsibilities:
- Develop beyond of art liquid crystal alignment technology and process
- Prototype LC optical components in house that demonstrate proof of concept in an experimental system architecture
- Work cross-functionally with other disciplines to develop experimental setups and prototype concepts that advance the entire product pipeline
- Collaborate with the research team, create ideas around liquid crystal applications for near-to-eye displays and advanced imaging systems
- Publish research results in top-tier journals and/or present in international conferences

Minimum Qualifications:
- Ph.D. and/or postdoctoral assignment in the field of optical science, electrical engineering, physics, or a related field
- Knowledge in liquid crystal materials and optical devices, alignment technology and defects control
- 3000+ hours of hands on experience in working in clean room environments and electro-optical lab
- Knowledge and experience with polarization optics, color science, optical coating, and display optics
- Skills in optical metrology tools (such as interferometry or image quality testing), with experience in test automation tools
- Skills in liquid crystal simulation tools (such as Techwiz, Dimos, or LCDMaster), and optical design tools (such as Zemax, Light Tools, FRED, or ASAP)
- Interpersonal skills with the ability to collaborate and work across teams
- Able to obtain work authorization in the US for a two-year period beginning in 2017

Preferred Qualifications:
- Can-do attitude with outstanding hands on skillsets on LC devices prototyping, plus knowledge in failure analysis and design of experiment
- Proven track record of creative thinking, including first-authored papers and presentations in journals and or conferences in the field