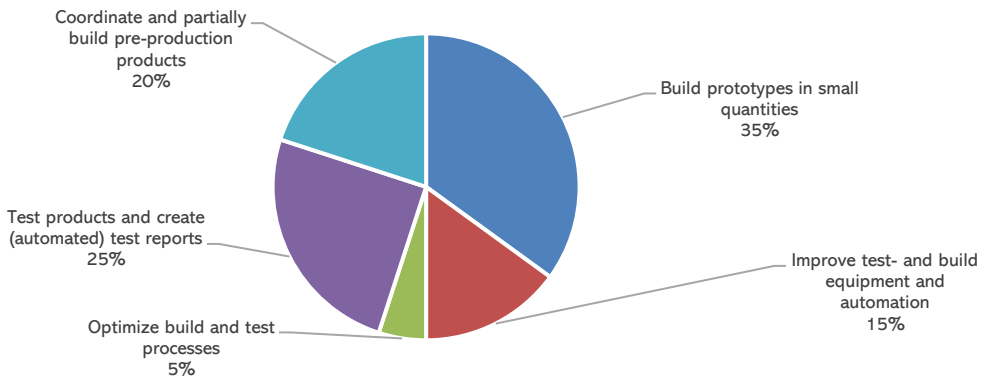
Vacancy

Protype and test engineer @Brilliance RGB

What you'll be doing



What is required

- Willingness to explore and learn new technical areas.
- Pro-active problem solver, hands-on & practical mindset with "golden hands".
- BSc. degree or Secondary vocational education (MBO level 3/4) in electrical engineering, applied physics, instrument maker or similar.
- Some practical experience in miniature electronics, optics and/or mechanics is preferred.
- Some relevant work experience is preferred.

What we offer

- An open and fun environment, variation, freedom to do things your way in an energetic start-up environment.
- Good benefit package and plenty of flexibility.
- We scale up our company together: Join in an early phase and make a big impact!

About Brilliance

If you love high-tech and making an impact on future technology, you'll share our view that Brilliance is the coolest high-tech start-up company around the block.

Augmented Reality glasses are the next big technology trend. Brilliance delivers a key component to enable this: The smallest and most efficient RGB laser light engine in the world based on Integrated Photonics. Working closely with tech giants, component suppliers and other partners, we are entering the next phase of system integration and scaling up to enable the ultimate Augmented Reality experience.

Brilliance is a start-up, but we're leaning on 20 years of technology development and IP within the Twente area. Currently we are delivering prototypes to our customers while growing the company and preparing for high volume production. We offer the unique opportunity to join us and become part of our core team in this exciting phase.

Apply at info@brillianceRGB.com addressing Douwe Geuzebroek and Tim Tiek

The future is visible

Detailed job description

You have a technical background and a hands-on mentality. Your focus is on building series of prototypes, in combination with setting up and running product tests to support the introduction of our RGB light engine to our first customers and the market. You like working in a multidisciplinary environment where semiconductor technology, electronics, mechanics, (embedded) software and optics come together and enjoy learning new skills. You enjoy working in a structured and precise manner and make novel technology work in the real world by combining creativity and a practical mindset.

You have a relevant technical background and a hands-on mentality, like to take ownership and enjoy challenges and learning new things. You like working in a multidisciplinary environment where semiconductor technology, electronics, mechanics and optics come together.