

Hardware Engineer

About IGNIS

AMOLED (Active-Matrix Organic Light Emitting Diode) displays are a new cutting-edge display technology, for every application from mobile phones to HDTV. They offer superior image quality to AMLCD, lower power, more vibrant colors, and lower manufacturing costs. Established in 2000, IGNIS Innovation Inc. has become the leading independent supplier of technology for AMOLED displays. We develop the technology that makes AMOLEDs last longer, look better, and cost less. Spun off from the University of Waterloo in 2000, and based on over 10 years of R&D, IGNIS has over 40 patents granted and pending. IGNIS has strong relationships in Asia with leading display manufacturers who are introducing OLEDs into the global marketplace.

Hardware Engineer

Reporting To: Director of Engineering

Reporting to the Director of Engineering, and collaborating to deliver PCB and system designs for prototype Active-Matrix Organic Light-Emitting Diode (AMOLED) displays.

Responsibilities

- Bring-up, debugging and re-work of PCBs that drive state-of-the-art AMOLED displays
- Hardware support and training for customers (may involve travel to the US and/or Asia)
- Modification and debugging of video-processing firmware
- Support the display electronics engineer in new and revised designs
- Characterizing and documenting hardware functionality for customers

Qualifications

- 3+ years hardware design and debugging experience
- Experience with lab equipment such as logic analyzers, oscilloscopes, etc.
- Capable of soldering and re-working PCBs
- Comfortable working in a highly integrated, fast-paced team environment
- Ability to handle multiple tasks and changing requirements

The following skills would be an asset:

- Design and debugging of switching power supplies
- Working knowledge of LCD displays and/or video
- Experience with differential interfaces such as LVDS, PPDS, RSDS
- FPGA experience in Verilog or VHDL

Education

- BAsC in Electrical Engineering, Computer Engineering, or equivalent
- MAsC degree would be an asset