**Materials Engineer II (Contract)**

**Facebook Reality Labs is looking for a materials engineer II for our next generation hardware devices.**

**Job Responsibilities:**

* Formulate, process, and characterize new resins for optical films
* Work closely with research scientists and other lab staff to execute experimental designs
* Operate testing tools to support materials and process development
* Utilize metrology tools to characterize materials and processed substrates
* Follow all safety protocols
* Identify gaps in chemistry, process, and protocol. Make recommendations for improvement proactively
* Document the results of characterization
* Support staff for tool modifications and maintenance

**The ideal candidate should have**

* At-least three to five years of experience in materials formulations and process development
* Three years’ experience with UV and thermally curable formulations like 2K PU, epoxy, acrylates, etc. is necessary
* Experience in developing thin film deposition techniques using inkjet, spin coating, slot-die coating is desired
* Ability to quickly evaluate new materials and identify process development window for the given applications
* Ability and willingness to quickly learn and adapt to other unit operations in addition to materials formulations is desired
* At least one year experience with optical and mechanical characterization of coatings like UV-Vis, TGA, DSC, is required
* Team player, willingness to work under high pressure and ambiguity
* Documents experimental record and disseminates to the broader technical and non-technical team

**Education**

* Bachelor’s degree in Materials, Science, Chemistry Engineering or higher