Signal Processing Engineer / Data Scientist

Description

This is an opportunity to play a key role in a small but growing company and build a product that is innovative and fun.

Responsibilities

You'll be responsible for designing, developing, and implementing algorithms to process, analyze and visualize digital signals for the GripFusion products. In this role you will:
- Create analyses and visualizations to communicate complex 3D data in a meaningful way
- Work closely with the software team to incorporate analytical functionality into the product
- Test, debug and validate data functionality and visualizations
- Run adhoc analysis as needed
- Evaluate tools and technologies for future use

Requirements
- Strong foundation in signal processing, mathematics, and statistics.
- Expert level knowledge of Python, Jupyter Notebooks
- Experience working with complex, high dimensionality 3D data
- Basic knowledge of software development, code management tools and principals.
- Experience processing and synchronizing high speed video with other data streams

Desired Non-Technical Skills:

- Commitment to using data to tell a story for the end user
- Strong problem solving skills including identifying problems and developing and evaluating options
- Good interpersonal skills including the ability to work as a member of a fast moving distributed team.
- A strong commitment to quality and an understanding of code management and software development best practices

- A desire to learn new things and interest in the latest technologies
- Written and oral communication skills including the ability to be persuasive and adapt communications to the audience and issue
- Ability to manage your time effectively

Qualifications:

- Masters or Ph.D. degree in Signal Processing, Controls Engineering, Mechatronics, Bio-engineering, Neuro-engineering or related fields