FIRMWARE ALGORITHMS ENGINEER
Tanvas, Inc.

Who we are:
At Tanvas, our mission is to make your interactions with touchscreens more interesting, more natural, and more engaging. We have developed a novel "haptic" touchscreen technology that not only tracks the fingertips, but controls what they feel: textures, edges, collisions, and even the illusion of shape on a featureless glass panel. We are developing an extensive set of tools that developers can use to paint haptics to the screen, when and where they want, and to integrate haptics tightly with graphics and audio. We are developing applications in numerous markets including automotive, advertising, entertainment, and consumer electronics.

The Job:
We are seeking a full-time firmware engineer to develop and maintain firmware solutions for the custom TanvasTouch controller. This position will involve working with Tanvas electrical and software teams to research and develop algorithms for real-time sensing and tactile rendering applications. Haptic interfaces are a fresh topic in consumer electronics, and this role is a great opportunity to work with a company that is redefining the haptic experience for touch screen devices.

The successful candidate must be proactive, tenacious and passionate about developing systems that enable amazing user experiences. Since the successful candidate will be exposed to all aspects of the business including interactions with customers, suppliers, and investors, strong written and oral communication skills are required.

What you will need:
- MS/PhD in Electrical Engineering, Computer Science, or related field
- 3+ years of experience

Strong knowledge and experience with:
- Embedded systems C programming
- Real-time digital filter implementation
- Data acquisition and analysis
- Python scripting and data visualization

Experience with the following is a bonus:
- Microchip PIC embedded systems
- Fourier/Hilbert analysis of digital signals

HOW TO APPLY:
Email your resume to jobs@tanvas.co

Note: You must have valid U.S. work authorization