



Acoustics Engineer

Location: Vancouver, Washington

Logitech is hiring for an Acoustics Engineer. Primary responsibilities will be headphone, headset, and earbud research and development.

Job Description:

Design acoustical systems for the consumer market. Develop systems from concept through to production including such activities as modeling, prototyping, design qualification, and factory integration.

Work with transducer manufacturers to specify and qualify custom transducers. Experience with headphone drivers, both moving coil and balanced armature, and microphones is a strong bonus.

Applied research to design and develop innovative acoustical technologies and bring them to market.

Work and effectively communicate in cross-functional team environment with industrial design, marketing, electrical engineering, mechanical engineering, software, firmware, and manufacturers.

Minimum qualifications:

Logitech will consider only experienced professionals for this role with backgrounds in acoustical systems design.

Additionally, the candidate should have at least a bachelor's degree in Acoustics, Physics, Mechanical Engineering, Electrical Engineering, or a related audio discipline.

Desired qualifications/experience:

- Headphone, headset, earbud research and development
- Experience with acoustical data measurement and analysis
- Experience with SoundCheck, Audio Precision, Klippel, HATS, LEAP, etc.
- Transducer qualification and measurement
- Signal processing
- Global manufacturing
- Experience driving projects and multidisciplinary teams
- Excellent technical communication skills

TO APPLY, PLEASE FOLLOW THIS LINK: <http://bit.ly/yIHTE7>