Research Engineer / Lab Manager

Position
The BioMotionLab at the Department of Psychology at Queen's University in Kingston, Ontario, is currently seeking candidates for a full-time position as a lab manager and research engineer. The candidate should have a strong background in experimental psychology, electrical engineering, biomechanics, or computer science.

The lab
You will be a member of the BioMotionLab at the Department of Psychology. We are a young and active group conducting research on visual perception of human and animal movement patterns. The infrastructure of the laboratory involves a cutting-edge motion capture system, virtual reality settings and high-end graphics work stations. Your duties include to recommend, assist, or undertake the planning, design, implementation, and programming of systems. You will help in coding, testing and debugging of programs and application software with a strong emphasis on computer graphics. Furthermore, you will be responsible for data collection with the Motion Capture System and for the maintenance of a growing data base of movement data. Interpersonal and communication skills (both verbal and written) are required in order to interact with students and scientific staff and to manage participants in our experiments.

Primary Duties and Responsibilities
• Ability to provide general technical support to students and faculty in the lab.
• Very strong analytical and problem solving/troubleshooting skills in order to understand problems or assist in systems design/development.
• Well developed programming skills: Matlab, C, C++, incl. openGL on Windows and Unix platforms.
• Ability to administrate a mixed network (Windows, Linux, IRIX).
• Interest and ability to become an expert of our motion capture technology.
• Interest and the ability to become acquainted with modelling and animation software (Maya, 3DMax).
• Reading and writing skills needed for the documentation of system and application software.
• Organizational skills in order to coordinate the work flow of the laboratory.
• Effective time management skills in order to handle a broad range of responsibilities and frequent interruptions.

Special Skills
• Knowledge of computer hardware/software, networking concepts and operating systems. This will include Windows, Linux, Irix, Samba, TCP-IP, mySQL.
• Experience with web design tools, particularly Macromedia Flash programming would be desirable.
• Ideally, you are not only a skilled graphics programmer but you also have artistic (design) skills.
• Ability to explain and instruct in order to provide guidance to students, staff, faculty, etc.
• Ability to keep up with changing technology and to implement new hardware/software developments where necessary.
• Communications and interpersonal skills to interact with a variety of people with various levels of technological sophistication.
• Ability to work in a group and as part of a team.

Application process
All qualified candidates are encouraged to apply, however, Canadians and permanent residents will be given priority. Queen's is committed to employment equity and diversity in the workplace and welcomes applications from women, visible minorities, aboriginal people, persons with disabilities, and persons of any sexual orientation or gender identity.

Applications should include a complete and current curriculum vitae, a short statement of interests and professional experience, contact information for two referees, and any relevant other material the candidate wishes to submit for consideration. Applications should be submitted to:

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