WE'RE HIRING

Electrical Engineer – Electronics & Test

LOCATION	mHUB, Chicago, IL on-site, with occasional travel to nearby partner facilities
START DATE	Nov 2026
COMPENSATION	Competitive salary plus equity
ELIGIBILITY	BS or MS in Electrical Engineering, Engineering Physics, or related; recent graduates encouraged

About Fluid Reality

Fluid Reality builds hardware and control systems that allow human teleoperators to feel what robots feel through gloves and controllers at high resolution. Our advanced haptic feedback actuators use electroosmosis to directly transform electrical energy into mechanical work (pressure and flow). It's a fundamentally new actuation method, unlike electric motors, piezoelectrics, or pneumatics.

We spun out of patented Carnegie Mellon University research at the Future Interfaces Group, and are the first to bring this technology to market. A stack 500 microns thick generates tens of kPa and millimeter-scale displacement at ~10 mW per pixel. We are a small team of PhDs and engineers at **mHUB**, Chicago's hardtech innovation center and one of TIME's Best Incubators & Accelerators of 2026, where we work within an extensive prototyping and testing lab among a thriving community of 300+ hardtech startups and businesses. We manufacture in house and ship hardware globally, and we are moving into a multi-year, well-funded product program.

The Opportunity

This role is where research and advanced technology meets commercial application in a fast moving and rapidly growing robotics industry. Each of our actuators is a small, sealed, fluid-filled electrochemical cell driven at high voltage, and every glove we ship needs custom electronics to drive dozens of them. We are hiring an early-career Electrical Engineer to design those electronics and build the measurement systems that prove they work. **We are looking for a future star, not a finished expert.** If you have designed a board or built a measurement rig and want to learn fast, we will teach you the rest.

What You'll Do

- Design the electronics that drive our actuators: high-voltage channels, control and sensing circuits, power, and an architecture that scales from one tile to a full glove

- Take boards from schematic to layout to bring-up: component selection, design review, and the changes that make a design survive production
- Build the systems that measure our actuators and your own boards: sensing circuits, data acquisition, and repeatable fixtures
- Implement our production test flow in code, so every unit is measured the same way and logged
- Troubleshoot and find the root cause when things fail

Qualifications

- BS or MS in Electrical Engineering, Engineering Physics, or a related field (recent graduates welcome)
- **A maker's record:** you have designed and built working electronics, or a measurement setup that measured something real, with evidence it worked
- Circuit design fundamentals: analog and digital, power, grounding, and noise, with schematic capture and PCB layout in any tool (KiCad, Altium, or similar)
- Bench work: oscilloscopes, power supplies, soldering, debugging, and care around high voltage
- Python (or MATLAB/LabVIEW) for controlling hardware and analyzing data
- AI coding and agents: especially background research, test scripts, plots, and presentation
- Comfort with rapid design-build-test iterations in a fast moving startup team

BONUS:

- High-voltage or low-current work: drive circuits, electrometers, leakage current, isolation
- Embedded firmware, DAQ platforms (NI, LabJack, microcontroller-based), or source-measure units
- Design for manufacturing and test; flex circuits or dense low-power packaging for wearables

What You'll Gain

- The chance to own the electronics behind a new actuator class, early in your career
- Ownership: working directly with the CTO and PhD scientists, with responsibility that grows as you do
- A product that exists and a multi-year budget behind the engineering
- Life in Chicago: a world-class city on the lake, without coastal costs

Application Process

Please send the following to hiring@fluidreality.com:

- CV / résumé with links to a portfolio, code, schematics, or technical reports
- **One thing you made that you're proud of:** a board, a rig, a schematic, or a plot, and the story of what tried to kill it and what you changed
- Availability and preferred start date