



WE'RE HIRING

Mechanical Engineer – Actuator Packaging & Interconnects

LOCATION	mHUB, Chicago, IL on-site, with occasional travel to nearby partner facilities
START DATE	Nov 2026
COMPENSATION	Competitive salary plus equity
ELIGIBILITY	BS/MS/PhD in Mechanical Engineering or related; 3+ years designing physical products that shipped

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 cell that has to survive hundreds of thousands of cycles, months on a shelf, and daily use on a human hand. We are hiring a Mechanical Engineer to own the packaging, interconnects, and wearable integration of our next-generation design, from prototype into production in 2027.

What You'll Do

- Design housings, seals, and retention features for modular actuator arrays that integrate into a glove
- Develop and qualify the electrical interconnects between actuators and drive electronics

- Fit actuators, cabling, and electronics into a wearable that is light, durable, and quick to put on
- Design fixtures that make assembly repeatable, and work with vendors to take parts into production

Qualifications

- BS, MS, or PhD in Mechanical Engineering, or a related field
- **A maker's record:** you have designed and built small, sealed, or fluid-handling devices (may be medical, soft robotics, microfluidics, etc.), with evidence they worked
- Strong CAD, drawings, and tolerancing behind real parts
- Design for sealing, joining, and compact electromechanical packaging, and how each fails
- First principles thinker, and effective troubleshooter
- Independent work beyond prepackaged school projects or kits; bonus for DIY personal projects
- Comfort with rapid design-build-test iterations in a fast moving startup team.

BONUS:

- Medical device or other regulated-industry product development
- Wearables or glove integration
- Design involving elastomers
- Haptics or human-machine interaction

What You'll Gain

- The chance to own the mechanical design of a new actuator class
- Ownership: working directly with the CTO, from prototype to live teleoperation of humanoid hands
- 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, patents, or technical reports
- **One thing you made that you're proud of:** a photo, a drawing, a test result, or a story about something you built, what tried to kill it, and what you changed
- Availability and preferred start date