






Mechanical Engineer (Part-Time)

-  *Remote-first, Canadian-led, Planetary-focused*
 -  *6–10pm, or whenever inspiration strikes*
 -  *Incentive based, rich in purpose and possibility*
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Not getting what you want out of your 9–5?

Tired of pushing paper when you'd rather be building planetary hardware?

Join SpaceDirt and help engineer the future of extraterrestrial exploration — one bolt at a time.

We're a build focused startup on a mission to make space-worthy drilling and rover equipment using off-the-shelf components and practical design. We're building and testing real hardware today — and could use another brain (and set of hands) to make it happen.

We're looking for **part-time mechanical engineers** who want to make **oversized contributions** to the tools that will help us mine, build, and survive beyond Earth.

What You'll Work On

- Designing rugged, modular chassis and mechanical systems for space-capable robotic platforms
 - Developing axle-locking launch mechanisms and vibration-resistant fasteners for stacked deployment
 - Running FEA or thermal analysis for components exposed to vacuum and -100°C environments
 - Prototyping test rigs and field-deployable mechanical systems for harsh Earth analogs
 - Choosing COTS bearings, joints, and actuators for cold, dusty, low-pressure use
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About You

- You're a mechanical engineer, fabricator, or builder with practical design experience
 - You know your way around SolidWorks, Fusion, or Creo (and maybe a mill or lathe)
 - You care about resilience, simplicity, and manufacturability.
 - You've dreamed of engineering things for the Moon, Mars, or other "nowhere places"
 - You're okay trading your time for purpose, portfolio, and future opportunity
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What We Offer

- Hands-on work building hardware with real planetary ambitions
- A team of collaborators who get things done with low budget and high creativity
- Your name on IP, prototypes, pitch decks, and test deployments
- Possibility of future paid roles or equity as we grow

Ready to build for worlds beyond?

Send us a message with a quick intro, your background, and a project or portfolio piece you're proud of. CAD screenshots, field pics, or hardware hacks welcome.

 Contact: shaun.riddell@spacedirt.ca

 Learn more: spacedirt.ca