

FOURNINEdesign

Four Nine Design is a small, dynamic high-tech startup in Billings, MT that provides cryogenic research and development products for academia and industry. Four Nine Design is rapidly growing and has many exciting opportunities for growth and experience. We are looking for a full-time mechanical engineer to join our customer facing design team. This person will work directly with the end user to develop concepts and converge on a final design. This engineer will then release the design to manufacturing, build, test, and organize a successful delivery and installation of the product. This position requires an ambitious person who is confident in their engineering abilities yet continually motivated to expand their skill sets and take on new roles.

Essential Duties and Responsibilities:

- Develop cryogenic system components from initial concept through engineering analysis, 3D modeling and design, to final manufacturing drawing creation.
- Work with manufacturing vendors and in-house machine shop to build released designs according to machining tolerances and secondary processes specifications.

Required Qualifications:

- BS in Mechanical Engineering or Physics. If Physics, must show heavy mechanical design background and experience.
- Minimum of five years' full-time relevant experience designing and building cryogenic vacuum systems.
- Minimum of three years' experience with Solidworks design, assembly, and drawings.
- Motivated, self-driven, organized.
- Strong interpersonal and communication skills.
- Previous experience working in small manufacturing company.

Preferred Qualifications:

- Experience with precision machining and machine tools (lathes, vertical mills, drill presses, etc.)
- Willing to travel nationally and internationally (<<5%).
- Electrical skills, such as soldering, wiring, enclosure design. Also, a foundational understand of basic circuits.
- Experience with Python scripting language.

To apply, please send your resume and short bio to caleb@fournineproducts.com.