



TOUHLAB

GIVING MACHINES A HUMAN SENSE OF TOUCH

Our Story

Most robots today are clumsy and dangerous for humans to work around because they're missing a sense of touch. Touchlab is an Edinburgh based electronic skin (e-skin) startup – giving machines a human sense of Touch.

We have developed a truly biomimetic e-skin. It senses pressure and its location instead of force alone enabling robots to roll pens, feel texture, and sense pain like a human would.

In the last 6 months we have doubled the number of employees after raising a substantial pre-seed round, won the top prize in Scottish EDGE and acquired multiple grants.

With customers in the warehousing, green energy, and aerospace industry, we are the only Scottish team selected for ANA funded Avatar XPrize competition with aims to boost the Scottish space technology sector by equipping e-skin to teleoperated robot avatars for applications in outer space and hazardous environments.

We can offer excellent working conditions and a friendly atmosphere within a progressive, highly regarded and growing deep-tech company*.

Position: Full-time Robotics Engineer to start immediately

About you

As a Robotics Engineer, you will join the team of hands-on, passionate and seasoned professionals developing a tele-operated Avatar robot and other innovative product solutions. You will build prototype robot systems as well as working with our existing hardware.

You should have experience with the set-up, programming, operation and calibration of industrial robots and have experience of the monitoring and switching of additional external devices from the robot controller.

As part of Touchlab you should have excellent collaboration and communication skills as well as the independence to manage and organize your own time. You will work next to Machine Learning Experts, Electronic engineers and more.

Job duties

The candidate will be an active and core member of Touchlab's team. S/he will be in charge of robot manipulation for e-skin testing purposes.

The Robotics Engineer will be responsible for developing planning and control algorithms for loco-manipulation controls in simulation and on real hardware using analytical and problem-solving skills. Experience with motion planning and the most common grippers in the market are highly desirable.

Just to make it clear you will be our **Robotics guru! We want you to be independent and have initiative, but most of all have fun playing with robots.**

Required/Desired Skills

- Master's degree (or higher) in Robotics, Control Systems, Mechanical Engineering or a related discipline
- Fluent in C, C++, and/or Python
- Experience with Linux application development
- Experience working with ROS (Robot Operating System)
- Solid background / experience in controls and robotics systems, kinematics, dynamics, motion planning, closed-loop control systems
- Independent working skills with an entrepreneurial spirit.

*In Touchlab we don't only look at your job title, we want you to have a great time – because this is the only way of being motivated to build the coolest tech.

In Touchlab we believe you are a smart and independent person. We don't expect you to show up at 9 AM and we are not going to prepare your daily tasks for you. We have multiple projects running at the same time, so get to know the people, the tasks and decide where you can contribute the most. If we hire you, we know you have expertise that is valuable to the company. And, whenever you are ready, we are here to listen to your ideas of what the future of Touchlab should look like.

** We can offer a competitive salary. Future employee must be based in - or willing to move to - Edinburgh.

If you are interested in working with us, get in touch.

Email **info@touchlab.io** including your CV and Introduction