

Job Description: Hardware Engineer Cala Health, Inc.

About Cala Health

Cala Health is a medical technology company pioneering a new class of electrical medicine called neuroperipheral therapyTM. Neuroperipheral therapy treats chronic disease non-invasively, without drugs or surgery, by stimulating peripheral nerves with body-worn electronics. Merging innovations in neuroscience, electronics, and medical devices, Cala Health has recruited experts across these fields to develop new therapies for patients. The company was spun out of Stanford University and is venture backed by leading investors in technology and healthcare, including Johnson & Johnson, GV, dRx Capital (Novartis/Qualcomm joint investment), Lightstone Ventures, Lux Capital, and Action Potential Venture Capital (GlaxoSmithKline).

The Opportunity

The Hardware Engineer works with the team to development hardware on low power, wearable embedded systems.

Specific Responsibilities include:

- Drive component selection process,
- Develop products with hardware/peripherals, including motion sensors, flash memory, analog hardware, wireless communication
- Design PCBs (schematic, layout, bringup, etc) in cross-functional collaboration with Mechanical, Firmware, and Manufacturing Engineering groups
- Debug hardware issues to root cause using common lab tools (multimeters, oscilloscopes, power supplies, etc)
- Manage internal and external testing to guarantee safety and robustness of designs
- Work closely with firmware engineers to bring up new hardware and debug current hardware.

Desired Skills and Experience

- BS in electrical engineering, or a closely related field.
- 2 years hardware design necessary, 5+ years' engineering experience preferred
- Experience with interfacing to microcontrollers, preferably Cortex-M series
- Experience with relevant technologies such as battery management, switching power supplies, BLE, hardware debug, sensors
- Experience with Altium (or other pcb design tool)
- Experience in Medical Device is a plus
- Firmware experience a plus