



Engineer Position – Motion Analysis Center

DESCRIPTION

The Department of Orthopaedic Surgery at UC Davis and Shriners Hospitals for Children-Northern California (SHCNC) is recruiting a Ph.D. level Engineer to work in our Motion Analysis Center (MAC).

The UC Davis Department of Orthopaedic Surgery is the premier surgical service provider in the greater Sacramento region and beyond and is based on the UC Davis Health campus. SHCNC is the region's foremost providers of specialized treatment for pediatric orthopaedics, spinal cord injuries, burns and reconstructive plastic surgery. Sacramento, California is an easily accessible, family-oriented city in close proximity to the San Francisco Bay area, Lake Tahoe and the Sierra Nevada Mountains, the California coast, and Napa Valley.

This individual provides technical oversight of the measuring and computing equipment in the MAC and plans for the development of new measurement and analysis services as warranted by developments in the field of quantitative motion analysis and patient care needs in the hospital. This person instructs MAC staff on measurement technology and technical equipment operation for studies performed in the MAC and leads development of biomechanical coding. In conjunction with the MAC Medical Director, the engineer develops projects that enhance the quality of data collection and interpretation, answer clinical questions, improve patient care, or document treatment outcomes. The engineer works with Orthopaedic Surgeons and Physiatrists associated with the Cerebral Palsy and Myelomeningocele Program, Sports Medicine Service, and Spinal Deformity Service to define research initiatives and directs the technical activities of these projects. The engineer provides education in areas of expertise to hospital staff, fellows, residents and medical students in appropriate forums.

REQUIREMENTS

The MAC seeks an energetic, team-oriented individual who wants to make a difference and is committed to supporting patient care, education of trainees, and clinical/biomechanical research in quantitative motion analysis.

Requires demonstrated knowledge of and experience with Visual 3D coding and biomechanical model development, and MATLAB coding. Must have previous MAC experience to include operation of 3D motion capture systems, force platforms and EMG acquisition devices. Must possess the ability to diagnose problems with MAC instrumentation systems. Knowledge of statistics is preferred and familiarity with the Shriners system is encouraged. Recommended Skills: Sports Medicine, Analysis, Research, Platforming, Data Collection

For full consideration, applications must be received by August 23, 2021. However, the position will remain open until filled through June 30, 2022. The following information is required: Cover Letter, Curriculum Vitae, Statement of Research, Statement of Contributions to Diversity, and contact information for 3-5 references.

UC Davis commits to inclusion excellence by advancing equity, diversity and inclusion in all that we do. We are an Affirmative Action/Equal Opportunity employer, and particularly encourage applications from members of historically underrepresented racial/ethnic groups, women, individuals with disabilities, veterans, LGBTQ community members, and others who demonstrate the ability to help us achieve our vision of a diverse and inclusive community. For the complete University of California nondiscrimination and affirmative action policy see: <http://policy.ucop.edu/doc/4000376/NondiscrimAffirmAct>. If you need accommodation due to a disability, please contact the recruiting department.

Under Federal law, the University of California may employ only individuals who are legally able to work in the United States as established by providing documents as specified in the Immigration Reform and Control Act of 1986. More information is available <http://www.uscis.gov/e-verify>.

UC Davis is a smoke & tobacco-free campus (<http://breathefree.ucdavis.edu/>).

QUALIFIED CANDIDATES
APPLY ONLINE:
<https://recruit.ucdavis.edu/JPF04301>