

X (Alphabet's moonshot factory)

Textile and Soft Goods contractor

Contact: please send your resume and couple of sentences explaining why you are interested in the role to the hiring manager Gabriella Levine gabriellal@x.team

Description

X is a moonshot factory where uncomfortably ambitious, potentially world-changing new ideas such as self-driving cars, balloon-powered Internet and smart contact lenses are developed and taken out into the world. X projects have the potential to transform the lives of billions of people and make the world a radically better place. We are makers, entrepreneurs, engineers and scientists with deep technical expertise who love the challenge of the seemingly impossible. X was formerly known as Google[x].

This is a 6-month contract position, minimum 40 hours per week, with flexibility for overtime.

Detailed responsibilities

- Sew, assemble, and test wearable soft goods based on patterns and instructions
- Assemble simple electronics into textiles, including wires and sensors, and facilitate basic functionality testing
- Document work, address and fix errors, and check work based on test protocols
- Provide assistance with general fabrication and prototyping tasks
- Choose and execute using the most appropriate fabrication method for allotted timeline
- Collaborate with mechanical and electrical engineers to build out wearable systems and assemble electronics boards in plastic enclosures

Minimum Qualifications

- 4+ years experience sewing, fabricating and working with softgoods
- Detail oriented to follow sewing patterns, assembly instructions, and diagrams
- Strong ability to operate and troubleshoot sewing machines
- Experience working with textiles in a variety of materials
- 2 way knit experience with sergers and embroidery
- Capable of self-managing concurrent fabrication projects on tight timelines
- Creative problem solver, enjoys the challenge of creating something new

Preferred Qualifications

- Associate degree, in a relevant field such as fashion design, industrial design, or manufacturing
- Experience with material selection for textiles
- Knowledge of 3D modeling and a CAM package
- Experience with electronics integration into wearable devices and systems

- Good fabrication skills across a range of materials and processes
- Ability to do hands-on design and problem-solving
- Can reverse engineer simple mechanical and electrical systems
- Experience with simple IT computer setup