

WANT TO BUILD A QUANTUM COMPUTER?

Vacancy: Electrical Engineer

Are you an electrical engineer intrigued by the possibilities of quantum computing? Read on!

What you'll do

Qblox is looking for an electrical engineer to help us build a control stack for an industrial-scale quantum computer. These quantum control stacks generate the analog signals needed for the control and readout of quantum bits. The signals are either DC and need to have extremely low-noise, temperature drift and interference, or are in the RF domain and generated using modern FPGAs connected to high-speed data converters. Furthermore, it is required that the control stack is scalable and can grow to accommodate larger quantum processors. As an electrical engineer it is your role to design and test the various PCBs in the system. You will analyze measurement data using Python and need to be capable of writing low level drivers in C to communicate with the various IC's in the design. You will also assist in the outsourcing of the production and testing of the hardware. Furthermore, you will assist the certification process of our products. You are required to have at least three years of experience working in a professional R&D environment doing:

- PCB design (analog and digital)
- Low-noise and low-drift electronic design
- RF-design
- Python
- C
- High-speed digital design
- Signal integrity validation
- Hardware testing, debugging and verification

Who we are

Qblox is a young and fast-growing company with the mission to enable the quantum revolution. We develop next-generation quantum control stacks that can be used to interface with a variety of quantum processors. We are a spin-off from QuTech (a collaboration between Delft University of Technology and TNO) based in Delft, a historical city in The Netherlands located between The Hague and Rotterdam. You will join a small but fast-growing team of highly skilled and motivated engineers. We are shaping the future and have a lot of fun while doing so!

Interested? Contact us: hello@qblox.com
