## Optical Engineer Advanced Neuro-Imaging & Technologies for Systems Neuroscience

Laboratory of Neurotechnology & Biophysics The Rockefeller University, New York, NY

We are currently looking for highly motivated and ambitious candidates for the following projects:

- Development of new high-speed optical methods for large scale recoding of neuronal population activity
- Imaging in and through scattering media
- Development of computational imaging techniques
- · Applications of quantum optics and ultrafast optical tools to biology

## Qualifications

Depending on the specific project the ideal candidate should have the following profile:

- Highly motivated, ambitious and passionate about science
- PhD degree, masters degree or bachelor's degree plus 2-5 years of work experience ideally in a scientific environment
- Background in physics, optical engineering or related area
- Experience with one and more of these areas would be highly desired: optics, optical modeling and simulations (e.g. ZEMAX), ultra-fast laser systems, fiber optics, AMO physics/light matter interaction, RF electronics, craniotomy surgery, rodent behavioral experiments, large-scale data processing and cluster computing
- Basic programming skills (e.g. Matlab, Python, LabView)
- Highly result orientated, excellent time management and communication skills and the ability to effectively work in a team environment and willingness to work outside of the core expertise.

The successful candidates will join the lab at the Rockefeller University and will be embedded in our network of active collaborations in the New York area and beyond which are supported by dedicated recent awards. Interested candidates should send their CV including publications, copy of transcripts as well as the contact information of two references to Prof. **Alipasha Vaziri** (vaziri@rockefeller.edu). For more information please visit our website <a href="https://www.vaziria.com">www.vaziria.com</a> or

http://www.rockefeller.edu/research/faculty/labheads/AlipashaVaziri/#content