

BIOMECHANICAL ENGINEER

JOB DESCRIPTION

BACKGROUND

ARCCA's Biomechanical Engineers work with a multi-disciplinary team of engineers and scientists for the purpose of reconstructing injury producing incidents and other events to evaluate and determine mechanisms of injury.

ROLES & RESPONSIBILITIES

- Conduct field investigations to gather and analyze vehicle crash, slip/trip and fall or mechanical failure data and the related impact on the human body. Review supporting medical and hospital records.
- Calculate principal directions of force, and changes in velocity during a crash event as well as making determinations as to the amount of force required to cause and prevent certain types of injuries.
- Conduct or assist with conducting various types of static and dynamic tests.
- Prepare reports of scientific findings and conclusions that can be understood by laypersons and supported by testimony during depositions and trials.
- Prepare and deliver technical/educational presentations to existing and potential client groups and technical conferences.
- Enhance professional/technical knowledge and credibility through continuing education programs, review of technical publications, and preparation of technical papers.

REQUIREMENTS

- A Ph.D. in Biomedical or Biomechanical Engineering is required for Expert position. Individuals holding either a Bachelors or Masters Degree are considered for the role of a Coordinating Biomechanist.
- Foundation in the analysis of occupant motion, anatomy of the human body, the effects of impact and inertial forces on occupant injury is preferred.
- Should be knowledgeable in two and three dimensional computer analysis programs for object motion and have a willingness to learn the programs used for both vehicles and occupant kinematics.
- Most possess solid verbal and written communications and interpersonal skills.

HOW TO APPLY

Please submit your resume and cover letter to Christie Voelker, Human Resources Director, at jobs@arcca.com.

ARCCA is proud to be an Equal Opportunity Employer