

Scientist Position

About PhageTech, Inc.

PhageTech creates effective, inexpensive, point-of-care (POC) diagnostics to disrupt and improve healthcare and patient outcomes using phage-based detection of diseases.

Qualifications and Education

- Ph.D. in a relevant Biological Sciences, Chemistry or Biochemical/Chemical Engineering field with 2+ years of industry experience.

Or

- MS in a relevant Biological Sciences, Chemistry or Biochemical/Chemical Engineering field with 5+ years of industry experience.

Essential Knowledge, Skills and Abilities

- Hands-on experience in phage display, protein engineering, overexpression and purification, and immunoassays such as ELISA.
- Working knowledge of molecular biology operations and techniques.
- Effective in a fast-paced startup environment.
- Experience with protein scaffold phage-displayed libraries is preferred.
- Highly motivated and creative individual with a strong work ethic.
- Excellent interpersonal skills, strong team player with leadership experience.
- Strong written and verbal communication skills.
- Excellent problem-solving skills to perform trouble-shooting and investigation.
- Experience with POC device commercialization very favorably considered.

Responsibilities

- Responsible for directing an R&D team.
- Contribute to experimental design, preparation and execution.
- Use established techniques and/or innovative procedures, applying knowledge and accumulated experience to complete project deliverables as efficiently as possible within set deadlines.
- Ensure activities are consistent with project's critical path, responding appropriately to changing priorities. Manage activities and assigned projects to reach agreed upon objectives.
- Maintain detailed and accurate experimental records and data according to established Standard Operating Procedures.

Language Skills

- Must be proficient in reading, writing, and communicating in the English language.

Industry

- Biotechnology

Employment Type

- Full-time

Location

- Irvine, California