



Careers

Location: Remote (U.S. only)

Eligibility: Must be authorized to work in the U.S.; no visa sponsorship available.

About Us:

Phlint designs intelligent interfaces connecting AI to hardware and robotics. Our mission is to bridge the gap between human intent and machine action through seamless, intuitive design and engineering. We work at the intersection of software, AI, and the physical world—transforming how people interact with the machines of tomorrow.

Senior Product Designer – AI & Robotics Interfaces

Location: Remote (U.S. only)

About the Role:

As a Senior Product Designer at Phlint, you will lead the creation of sophisticated, intuitive interfaces for AI-driven hardware and robotics. You will shape how users interact with complex systems—turning technical processes into streamlined, elegant experiences. This role demands a balance of visionary design thinking, technical understanding, and hands-on prototyping.

Responsibilities:

- Lead end-to-end design for AI-powered physical systems, from concept exploration to production.
- Create detailed wireframes, interactive prototypes, and high-fidelity visual designs.
- Facilitate cross-functional design workshops and brainstorming sessions.
- Conduct user research and usability testing with diverse user groups, synthesizing insights into actionable design improvements.
- Define and maintain design systems, ensuring consistency across platforms and products.
- Partner with engineers to ensure design fidelity and high-quality implementation.
- Advocate for human-centered design in all phases of product development.

Requirements:

- 5+ years of professional product design experience, preferably in complex systems or emerging tech.
 - Strong portfolio showcasing interaction design for data-heavy or hardware-integrated applications.
 - Expertise in design tools such as Figma, Sketch, and Adobe Creative Suite.
 - Experience designing for cross-platform experiences, including desktop, mobile, and embedded interfaces.
 - Familiarity with robotics, IoT, or industrial hardware interfaces is highly desirable.
 - Excellent communication and presentation skills.
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Product Designer – Emerging AI Interfaces

Location: Remote (U.S. only)

About the Role:

You will collaborate closely with senior designers, engineers, and product managers to craft intuitive user experiences for AI systems operating in the physical world. You'll translate product requirements into interactive, accessible designs that help users engage with intelligent hardware confidently.

Responsibilities:

- Support design of interfaces for new AI-driven products, focusing on usability and simplicity.
- Create detailed user flows, wireframes, mockups, and prototypes.
- Conduct visual and interaction design reviews with the team.
- Assist in planning and running usability studies.
- Document design decisions and specifications for engineering handoff.
- Ensure designs adhere to accessibility guidelines and perform well on multiple devices.

Requirements:

- 2+ years of product or interaction design experience.
- Portfolio that demonstrates attention to layout, hierarchy, typography, and interactive elements.
- Strong skills in Figma or other modern design tools.

- Experience designing for responsive web and/or native apps.
 - Comfort working in an agile, fast-paced development environment.
 - Understanding of accessibility best practices.
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Full Stack Software Engineer – Robotics Interface Platform

Location: Remote (U.S. only)

About the Role:

You will be responsible for building the web-based platforms that connect AI models to real-world robotics systems. This includes developing both front-end interfaces and back-end services for controlling, monitoring, and analyzing hardware performance in real time.

Responsibilities:

- Architect and implement scalable front-end and back-end solutions for robotics UI tools.
- Integrate APIs for real-time data exchange between AI systems and hardware.
- Develop secure authentication, permissions, and data management systems.
- Optimize application performance for responsiveness and reliability.
- Collaborate with design teams to translate prototypes into functional interfaces.
- Write unit and integration tests to ensure platform stability.
- Participate in code reviews and contribute to engineering best practices.

Requirements:

- 4+ years of full stack development experience.
- Proficiency in JavaScript/TypeScript, Node.js, and modern front-end frameworks (React preferred).
- Experience with real-time data streaming (WebSockets, MQTT, or similar).
- Knowledge of REST and GraphQL APIs.
- Familiarity with robotics communication protocols or IoT integration is a strong plus.

- Understanding of cloud platforms (AWS, GCP, Azure).
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Machine Learning Engineer – Hardware Integration

Location: Remote (U.S. only)

About the Role:

You will design, train, and deploy AI models optimized for robotics and hardware control, enabling seamless integration between intelligent systems and the physical devices they manage.

Responsibilities:

- Build and refine machine learning models for perception, decision-making, and control systems.
- Implement ML pipelines that can be deployed to edge devices or cloud-based systems.
- Collaborate with software engineers to integrate models into user-facing platforms.
- Analyze system performance and iterate on models for improved speed and accuracy.
- Conduct experiments in simulation and on physical hardware.
- Document ML workflows and provide guidance for model maintenance.

Requirements:

- 3+ years of applied ML experience.
 - Proficiency in Python, TensorFlow/PyTorch, and supporting ML libraries.
 - Experience with robotics, computer vision, or sensor data processing.
 - Knowledge of edge computing, latency optimization, and resource-constrained environments.
 - Familiarity with deploying ML models in production environments.
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DevOps Engineer – Robotics & AI Infrastructure

Location: Remote (U.S. only)

About the Role:

You will design and maintain the infrastructure supporting Phlint's AI-hardware interface products, ensuring continuous deployment, system scalability, and robust security.

Responsibilities:

- Build and manage CI/CD pipelines for both software applications and ML models.
- Monitor system health and set up automated alerts for performance or security issues.
- Manage cloud infrastructure, networking, and storage resources.
- Implement containerization strategies using Docker and Kubernetes.
- Collaborate with engineering to optimize build, deployment, and testing processes.
- Maintain disaster recovery and backup systems.

Requirements:

- 3+ years of DevOps or site reliability engineering experience.
 - Strong understanding of cloud infrastructure (AWS, GCP, or Azure).
 - Experience with IaC tools like Terraform or CloudFormation.
 - Proficiency in scripting (Bash, Python, or similar).
 - Knowledge of network security best practices.
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QA Automation Engineer – Hardware Interface Testing

Location: Remote (U.S. only)

About the Role:

You will develop and maintain automated testing frameworks to ensure the quality, stability, and performance of Phlint's AI-hardware interface products. This includes both software and system-level testing.

Responsibilities:

- Design, implement, and maintain automated test suites for web, API, and system layers.
- Create and execute performance, stress, and reliability tests simulating real-world hardware use.

- Collaborate with developers and product managers to identify and resolve defects early in the development cycle.
- Track and report on quality metrics to stakeholders.
- Ensure all releases meet defined quality standards before deployment.

Requirements:

- 3+ years of QA automation experience.
- Proficiency with automation frameworks such as Selenium, Cypress, or Playwright.
- Strong understanding of API testing tools (Postman, REST Assured).
- Experience testing hardware or IoT systems is a plus.
- Familiarity with continuous integration environments.