

Re: Looking for PCB layout designer

Source: <http://sci.tech-archive.net/Archive/sci.electronics.design/2005-03/5645.html>

From: keith (*krw_at_att.bizzzz*)

Date: 03/28/05

Date: Sun, 27 Mar 2005 22:33:33 -0500

On Sun, 27 Mar 2005 18:35:56 -0800, bigcat wrote:

> *Fritz Schlunder wrote:*

>> *"keith" <krw@att.bizzzz> wrote in message*

>> *news:pan.2005.03.27.17.32.57.791930@att.bizzzz...*

>> > *On Sun, 27 Mar 2005 06:37:54 -0700, Fritz Schlunder wrote:*

>

> *I agree with Fritz on this one. I was doing multilayer PCBs for a large
> company at a young age after about 2 weeks learning the system, having
> never used anything like it before. Before that job I only designed 1
> and 2 layer boards with crepe tape.*

Ok, your point is? ...that you weren't qualified for the job?

> *10 years experience to design pcbs is laughable, and is sure to put off
> any employee that has even a glimmer of hope for the future. You will
> only get the ones that have no chance of ever doing anything better,
> and know it. If you want dead end employees whose work is so bad no-one
> will consider promoting them, thats your choice, but if I were a
> potential employee, your company wouldnt be mine.*

My guess is that you've never designed a high-end PCB. Sure, any phool can design at audio frequencies.

> *If you want your new meployee to stick around for 1 month+, ask for 1
> months experience in any sit down job, it doesnt matter whether its pcb
> design or not.*

Bullshit. The point was that gardening is a tough job. They wanted people who had done it for a year (after a year they tend to last longer). Engineering work (I hesitate to say that PCB layout is "engineering") has far different set of requirements of its practitioners. I tend to look at "layout" as *BOOORRRING* as landscaping is physically hard work.

The bottom line is that the employer is the one with the hammer. If you don't like it, become the employer. Until then, I'm not going to cry for you.

sci.electronics.design: Re: Looking for PCB layout designer

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Keith