

Engineering & Lithography Fun - Practical Problem Solving

Jeremy V. Golden, General Manager, KemLab

October 29, 2019 | 12pm - 1pm

Marcus Nanotechnology Building 1116-1118

In Engineering & Lithography Fun - Practical Problem Solving, KemLab present several real & practical issues our customers encounter in the field of engineering & lithography.

Some examples to be covered:

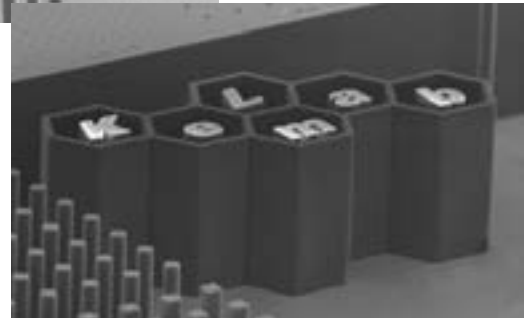
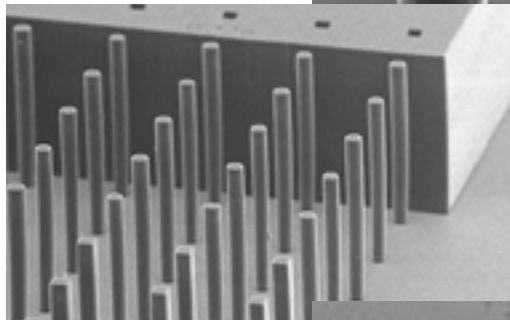
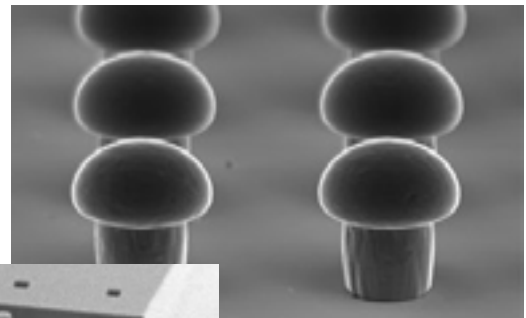
- Lift-Off application
- Adhesion on substrates
- Photoresist Design

**Pizza Lunch Provided with
Prior Registration**

Bio: Mr. Golden is the General Manager of KemLab, responsible for day to day operations, including product development, manufacturing and QC, with particular focus on collaborative initiatives for new products. He is a senior engineering and applications technologist in the field of photo sensitive chemistries used in the microelectronics industry. He has over 20 years of experience in the disciplines of manufacturing, QC and product applications development for these specialty chemicals. Mr. Golden also holds publications in customer applications of these photoresist products developed. Since starting KemLab in 2012, several products have been developed and commercialized, including photoresists for MEMS, Packaging, Lift-off, and image reversal. Mr. Golden has degrees in Chemical Engineering, Chemistry, and an MBA with concentration in entrepreneurship.

Register now at

<https://tinyurl.com/KemLitho>



KemLab is a photoresist manufacturer and photolithography research and innovation company located in Woburn, Massachusetts. We are focused on quality and cost-competitive high-tech photosensitive imaging materials used in the electronics industry. We offer Positive and Negative photoresists for advanced packaging, MEMS & Microfluidics, integrated circuits, metal lift-off, compound semiconductors, LED, image reversal, diffraction gratings, and sensor markets.

Use of company name or logo does not constitute an endorsement by the Georgia Institute of Technology.