Software Engineer Electric Vehicles

OPPORTUNITY

Ainira Industries is currently seeking applicants for Software Engineers Electric Vehicles (Tooling and Visualisation) to join our growing teams in Bucharest, Romania and Melbourne, Australia.

JOB DESCRIPTION

A Software Engineer EV (Tooling and Visualisation) will be responsible for building world-class data visualisation software. The visualisation tool set will be used by teams throughout the company and the product development life cycle, encompassing everything from optical systems development, electrical engineering, manufacturing, and customer demonstrations.

For data visualisation gurus, engineer should have a fundamental understanding of two-dimensional and multidimensional charts and graphs, have experience in high-throughput live data, and are comfortable creating interactive 3D experiences using technologies such as game engines or other hardware-accelerated software. Additionally, they must have expertise with an array of data visualisation frameworks, and game engine technologies or other hardware-accelerated software.

For user interface wizards, having a blend of experience with different user interface technologies (web development, application development, or game development) is essential. Also, the engineer should have a fundamental understanding of user interface layout, design principles, and have deep intuition at picking the right user controls for the right job.

RESPONSIBILITIES

- Working in a highly cross-disciplinary environment that interfaces regularly with various teams

- Developing a deep rapport with internal consumers of tooling and visualisation to build software that aid in making breakthroughs in research as well as increasing efficiency

- Interfacing with testing team to help test and fix identified issues

- Creating tooling and visualisation software as part of a SCRUM environment

- Working in a highly cross-disciplinary environment that interfaces regularly with various teams

- Participating in team sprints and implementing product features based upon identified internal customer requirements

- Interfacing with networking communication protocols

- Providing technical leadership to software engineers

- Reviewing code developed by other software engineers

- High standards for code quality, maintainability, and performance

SKILLS and ABILITIES

- BSc or MSc in Software Engineering, Computer Science, Game Development, or related

- Deep knowledge and expertise with one of the following technologies: Unity 3D game engine OpenGL, WebGL, C++, C#, Python, JavaScript, web development

- 3+ years' of industry experience with focus on working with customers to deliver compelling user experiences, tools, or data visualisations

- Expertise electric vehicles industry (drivetrain, battery, car OS/infotainment etc.) a plus

- Familiarity in multiple different frameworks and the willingness to explore new technologies and pick the right tools for the right job

- Experience interfacing with either external system components such as databases or live network streams

- Highly sought after are ROS (robot operating system), Point cloud data GPU shader programming

- Fundamental understanding of data structures, design patterns, and architecting software systems

- Extremely strong communication skills and technical writing skills

- Working knowledge of 3D math, linear algebra

- Ability to collaborate in a team environment, and works well under pressure in a dynamic fast-paced environment

- Must be able to accurately communicate ideas, always operate on a professional level, and provide solutions to challenging issues

COMPENSATION

The Company offers a competitive compensation and benefits package, including salary and company stock.

APPLY

Click "Apply" below or use form in the Contact section – quote the reference number HR-SFT-0053. Only the shortlisted candidates will be contacted. Thank you for your interest.