

We are a worldwide leading provider of laser beam projection displays that enable tech giants from Silicon Valley to Asia to unlock their next Augmented Reality revolution.

To successfully continue our growth ambitions, we are looking for a

SOFTWARE & ALGORITHM ENGINEER (full-time) (f/m/d)

Your responsibilities:

- Understanding the physics and algorithms of the calibration of Laser Beam Scanner (LBS) sytems
- Optimizing the performance of the ray-tracing based simulation tools
- Expand the existing calibration tool chain with new features
- Design, run and analyze experiments/simulations to verify performance of LBS calibration on actual hardware
- Work in cross-functional Engineering teams for AR systems

Your qualifications:

- Master's degree or PhD in Physics, Software engineering, Microsystems Engineering, Optical Engineering, Electrical Engineering, or a related technical discipline
- PhD is a plus
- Equivalent combinations of education and experience may be considered on a case-by-case basis
- Experience in following programming languages is a must: Matlab, Python
- Interest in a combination of optics, software engineering and hardware
- Experience in FPGA programming is a plus
- Knowledge in GUI design is a plus
- Working experience in software engineering is a plus
- Knowledge of spoken and written English (International applicants: Knowledge of the German language a plus)

Your benefits:

- Being at the forefront of a research and development field that has the potential to change the way we consume information forever
- Young pioneering team with a flat hierarchy structure
- Space for your creativity
- Intensive cooperation with international and reputable electronics companies
- Excellent development opportunities
- Competitive salary, dependent on qualifications and skills

Applicants must have work permission for Austria/EU.

Please email your CV to hr@trilite-tech.com, with reference to the job title.

No cover letter required. We are looking forward to receiving your application.